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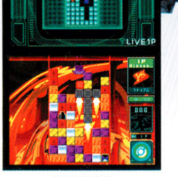
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**METEOS**

メニューへ
シーズー
チワワ

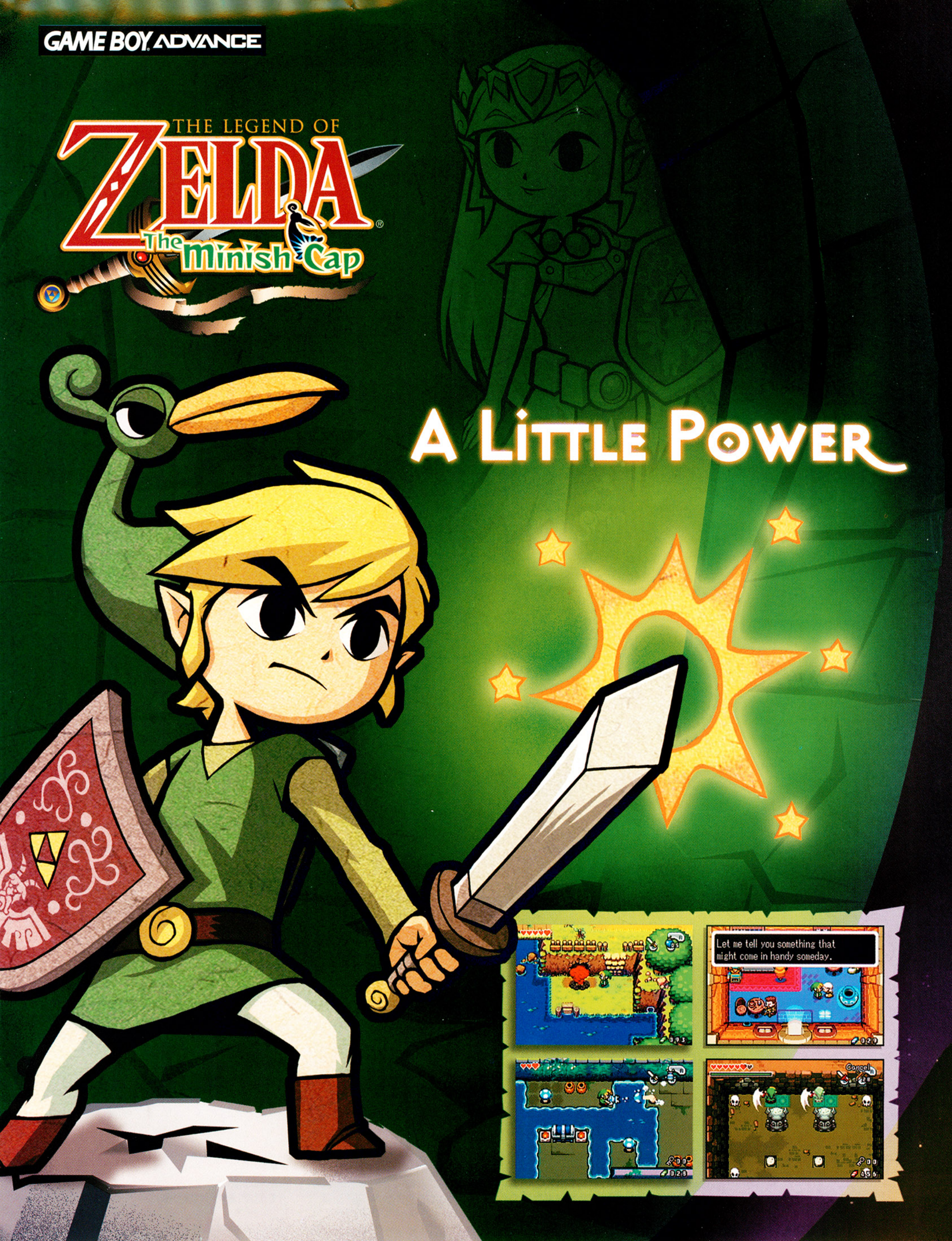
**NINTENDOGS**

Longbowman
Statistics
Turns in Service 12
Battles Entered 3
Units Killed 2
Buildings Destroyed 0
Damage Done 213
Special Abilities:
Volley, Move & Attack

**AGE OF EMPIRES II:**
**THE AGE OF KINGS**

NEXT 62
GOLD 0
SOMA
LV. 01
SOUL
RARITY

**CASTLEVANIA DS**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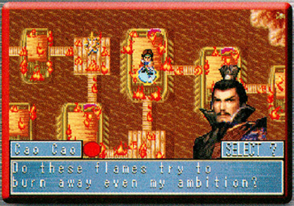
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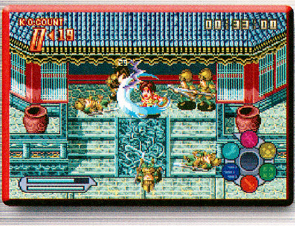
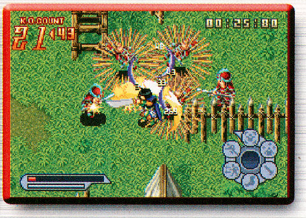
SELECT ?
Do these flames try to burn away even my ambition?





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# DYNASTY WARRIORS® Advance

真三國無双

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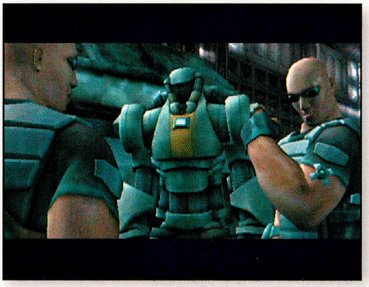

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# pulse

feedback, correspondence and doin' hard time

## Letter of the Month

I'm writing in response to Cheesy-poof007's message in Volume 189. I can understand why so many people want The Legend of Zelda: Ocarina of Time ported over to the DS, but wouldn't you rather have a whole new Zelda adventure? If developers worked on an all-new game, they might be able to make an ever better one [than Ocarina of Time].

*Justin P.*
*via the Internet*

*Most of the letters we've received on this topic share Justin's point of view. As much as we'd love to play Ocarnia of Time on a plane, we tend to agree.*

## Unheralded Tragedy

*(Spoiler alert: The following letter reveals a key plot point from Resident Evil 4. Please skip ahead if you don't want it spoiled for you.)*

A while ago, I rented Resident Evil 4. I am notorious among my friends for crushing on game characters, so of course, this game has a special place in my heart. It was obvious from the beginning that Leon Kennedy is an awesome character, but the real surprise was Luis Serra. I am not sure if it was the long hair, the accent, or the whole lady's man attitude that charmed me. He is one of the most likable characters I have seen in a long time.

I was utterly shocked when I witnessed him being impaled by that stupid jerk, Saddler. Why did that have to happen? That really sucks. This turned out to be one of those rare gaming moments where I actually shed tears! He died heroically, too. My question is this: why am I the only one lamenting this? The ridiculously pansy Final Fantasy VII fanboys wrote bad poetry about Aeris when she died. As for Luis? He got absolutely nothing! No fangirls, nothing. This is so backwards.

*Megan B.*
*via the Internet*

## Sonic Boon

I was reading the nominations for the 2004 Nintendo Power Awards (Volume 189), and I agreed with everything Alan was saying . . . up until I read his comment for Best Platformer. I have been a Sonic the Hedgehog fan since I could hold a video game controller, and to hear someone say that the games I grew up on suck hit hard. I know that this is a magazine for Nintendo, but think about it: without Sonic the Hedgehog, Mario might not be as good as he is today. He needed the competition, which I think Sonic definitely gave him. All of the original Sonic games on the Genesis were amazing, and I pity Alan for not being able to recognize that. Maybe Sonic Heroes could have been a bit better, but like Steve said, it stayed true to what makes a Sonic game great. I hope Alan can rethink his opinion on one of the best series in the history of video games.

*Kenny F.*
*via the Internet*

*To help Alan see the error of his ways, Steve brought a rabid hedgehog to work and hurled it at his face.*

*In other news, Alan will no longer be writing for the magazine.*

**You mess with the hedgehog, you get the spines.**

## Fit for Print

I have many questions for you guys, but I'm afraid they won't be posted and answered. Can you give me an idea of what you look for in a letter?

*Link2412*
*via the Internet*

*The letters most likely to get printed in the magazine are those that pertain to a current topic and that we think would be of some interest to other readers—like discussions regarding the merits of classic ports on the DS or encounters with mohawked '80s icons at pancake houses. Complete sentences and correct grammar (as used in your letter) are also a plus.*

## Buried Treasures

In the Power Charts in Volume 189, you mentioned how a lot of people are missing out on some great GBA games, like Astro Boy, Shining Force and Advance Guardian Heroes, and I totally agree with you. I went out and bought a copy of Astro Boy after I learned it was developed by my beloved Treasure, and it is an outstanding game. One of the best action games I've played in quite a while. However, I can't see how you could blame gamers for missing these game when you give them no more than a bleep in Now Playing. Advance Guardian Heroes, for instance, got just as much room as a crappy game like Cartoon Network Block Party. I think if you want people to notice a good, if somewhat obscure, game, then you'll have to give it more attention yourselves.

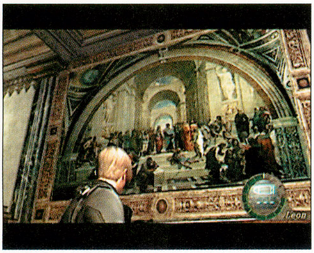
*Philip R.*
*via the Internet*

*Touché, Philip. Touché.*

## Renaissance Evil

We all know by now that Resident Evil 4 for Nintendo GameCube is one of the finest video games ever created, but did you know that it also features some classical Renaissance art? In the castle, there's a piece of art on a wall in the room that contains the rocket launcher. The painting was done by Raphael. It's a representation of many of Raphael's peers (like Leonardo DaVinci as Plato and Michelangelo Buonarroti as Euclid), as well as himself listening to Ptolemy's teachings. I just thought I'd share this cool tidbit with you all.

*Paul G.*
*via the Internet*



## Mission Success

Why isn't there any info on Zelda in your magazine? Are they still keeping a tight lid on it? If that's the case, then you guys better pull a Sam Fisher, go to Japan, infiltrate Nintendo and steal all the info you can.

*Michael C.*
*via the Internet*

*We're more the Solid Snake types, so we used a cardboard box to sneak into Nintendo headquarters. Before the robotic guard dogs chased us away, we managed to procure some new screenshots, which you'll find on the poster included with the magazine.*

## Golden Sun on the Silver Screen

You know, Golden Sun is the most movie-compatible game since Ocarina of Time, and I'm surprised that nobody has written to Nintendo Power with some cast suggestions yet. Here's a few to start pitching to Hollywood:

Keanu Reeves as Felix, Sandra Bullock as Jenna, Christina Ricci as Sheba, Leonardo DiCaprio as Ivan, Johnny Depp as Alex, Tommy Lee Jones as Agatio, Nicole Kidman as Kart, Al Pacino as Saturos, Susan Sarandon as Menardi, Sean Connery as Kraden and John Rhys-Davies as the voice of the Wise One.

*Buck S.*
*via the Internet*

*Those are definitely some interesting suggestions, Buck, but by our calculations, the budget for the cast alone would run about $3.6 trillion.*

## Spell "Federal Penitentiary"

Remember a couple of issues ago when you were surprised at how well we were versed in Norse mythology, and how it connected to that Final Fantasy game? Well, I just won my school's spelling bee when I correctly spelled Miasma. Thanks to the NP crew for posting that letter.

Oh, and does anybody that works there have a criminal background?

*Jon R.*
*via the Internet*

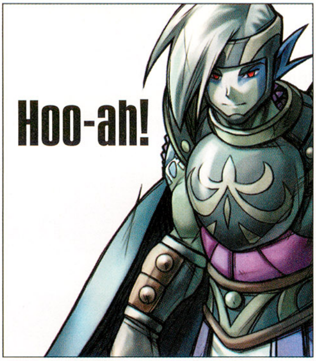
*That was such a heart-warming letter until we got to the question at the end. We're a bit befuddled as to why you'd ask, but no, none of us has a criminal background. Steve was charged with illegally trafficking rabid insectivores, but he was never indicted.*

## Viva la Revolution!

I've been hearing rumors about a next-generation console called Revolution. Is it a rumor or the real deal? Will it connect to the DS? Will it have online capabilities? If it is online, how many players will it support? Will the games be on disks or cartridges?

*Dylan C.*
*via the Internet*

*"Revolution" is indeed the code name for Nintendo's next home console. Unfortunately, details are scarce at the moment. We hope to learn more at* $E^3$ *and give you a full report in the August issue.*



## Miscellany

Does the NP team ever pull themselves from the warm, radioactive glow of video games and play a nice game of Shogi or Go once in a while?

*Kevin T.*
*via the Internet*

*No Go or Shogi. We spend most of our downtime playing the Miami Vice board game. Chris likes to pretend he's Philip Michael Thomas.*

Me and a few of my friends are really into Fire Emblem, and I noticed in Volume 188 that it said Fire Emblem 2 and Fire Emblem (GCN) are coming, but it said in the second quarter of 2005. The thing is, I need to know exactly when [they're coming out] or else I'll die.

*Bob007Joe*
*via the Internet*

*Fire Emblem: The Sacred Stones will see release on May 23rd. Sadly for you, we don't have a specific date yet for Fire Emblem on GCN. Should we call the mortician?*

My friend and I want to know why it says /testflight on the ground under Fox on the cover of issue 189.

*Plank486*
*via the Internet*

*It's a little Easter egg we planted for sharp-eyed readers like yourself. If you go to www.starfox.com/testflight, you can check out some trailers for Star Fox: Assault and download a couple of exclusive wallpapers.*

When the heck is the new Legend of Zelda game for GameCube coming out?

*none of ur business*
*via the Internet*

*None of your business. Ha! Two can play at that game.*

My friend and I got into a huge argument. Who would win in a fight, Kirby or Goku?

*Greg P.*
*via the Internet*

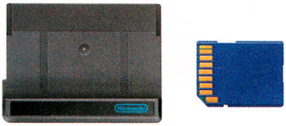
*Kirby vs. Goku? We all lose.*

## Play-Yan, Player

I've seen things floating around the Internet about a multimedia player for the GBA SP and DS. It was called the Play-Yan. I was wondering if there are any details about this mysterious piece of hardware.

*Michael M.*
*via the Internet*

*The Play-Yan is a deluxe-sized Game Boy Advance catridge that houses a port for an SD memory card. You can download music and movies to the card from your PC (granted you have the necessary equipment and software), then play them back on either a Game Boy Advance or a Nintendo DS. It's a nifty little device, but right now it's available only in Japan. Nintendo of America has yet to comment on a US release.*



**Play-Yan**

## Reviews Review

I would just like to say, not knowing if I am speaking for myself or all the other readers out there, that the Now Playing section needs a couple of long-awaited improvements. First of all, it would be nice if you started to increase the maximum rating of five stars to ten so the ratings are less broad. Also, just put down games like That's So Raven, Elf and Lotus Adventures in a "DO NOT BUY" box so you can save the valuable space.

*ShadowSora*
*via the Internet*

*This has been a popular subject in the old mailbag of late, and we promise we're listening. Stay tuned.*

# Discussion from the NSider Forums – forums.nintendo.com

## 2-D vs. 3-D

Which do you prefer: 3D graphics or 2D graphics? Personally, I prefer 2D just because of the way it looks. Makes things feel more like a game for me.

*Shun_One*

I like 3D better because it makes the games more realistic.

*SSBMKing64*

It really depends on the type of game. I prefer adventure and FPS games in 3D. But I like my strategy and RPG games in 2D.

*Yum16*

## Revisiting the Classics

What older games do you own that you still play to this day? I always love to bust out the good ol' Super Nintendo and play those games; they are fantastic. I still play Mega Man X, Mega Man X2, Mega Man X3, Super Metroid, ActRaiser, Final Fantasy II, Final Fantasy III, Chrono Trigger, Secret of Mana, Illusion of Gaia, and a ton more.

*MegaManX411*

When I have some time, I like playing Super Mario RPG, Mega Man X, Super Mario World, Kirby Super Star, and the Donkey Kong series. As for the other systems, I don't own an NES anymore, and I don't really find many of my N64 games calling me to play them. I give it another five years, though, before I am racing back to play it.

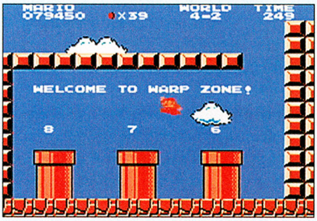
*Aux*

I still play a lot of N64 stuff when I have the chance. Mostly Tony Hawk's Pro Skater 1 and 2, as well as Perfect Dark and GoldenEye 007. And then I kick on the NES every so often for a round of Mike Tyson's Punch-Out!! and some Super Mario Bros. 3, among others. I don't have a ton of time to play video games anymore, but I certainly do love those classics whenever I have the time.

*IRuleSuperSmashBros*

I love to play Duck Hunt and the old Mario [game] that came with it.

*Malkon*



## The Direction of the Revolution

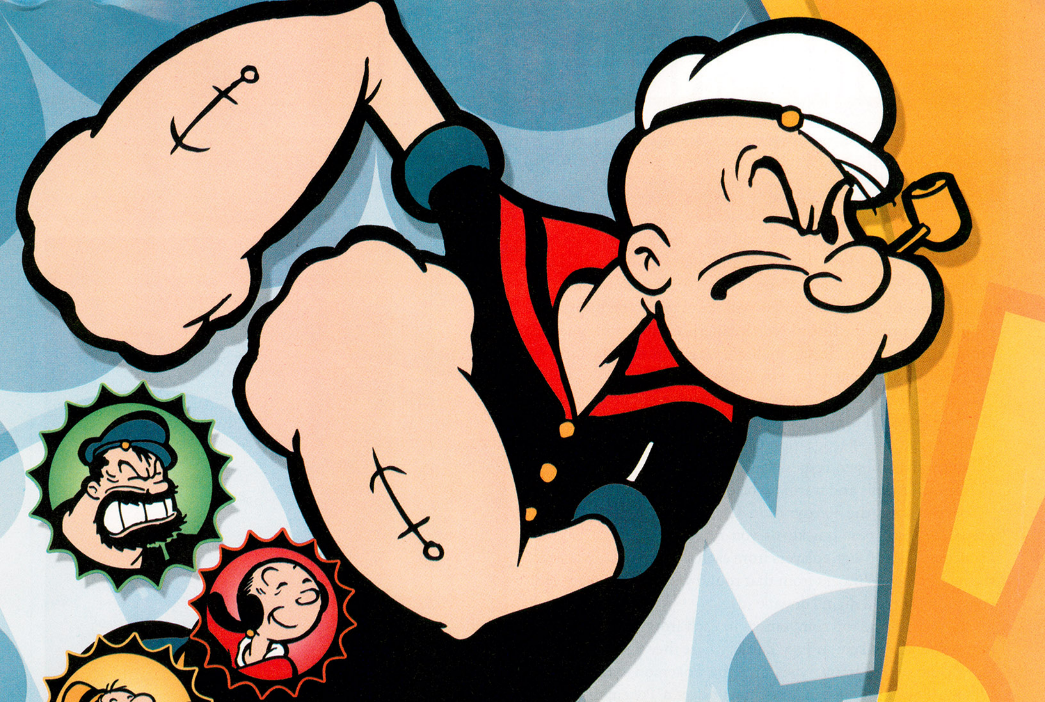
I think Nintendo is heading in the right direction with the Revolution. The Revolution and DS are showing that Nintendo is not content with how things are going right now. Sure, graphics are nice, but gameplay is what really matters. If the Revolution lives up to the hype, I'm sure it'll create a new form of gameplay that makes it clear how different and innovative Nintendo can be.

With that said, I still think Nintendo needs to be careful. If the Revolution is too innovative, third parties are going to be reluctant to support it. [Vice President of Marketing and Corporate Affairs] Perrin Kaplan even pointed out [in a recent interview] that Sony and Microsoft won't be going in the wrong direction; just a different one. If a third party wants to make the most amount of money, it'll opt to create a game that easily works on all three systems. If the Revolution is too different from the PS3 and Xbox 2, third parties aren't going to be too thrilled about pouring time and money into making a port of a PS3 and Xbox 2 game that uses the Revolution's unique features. That means that we'll either be stuck with third-party games that don't use any of the Revolution's features, or we won't get any third-party games.

*JSR*

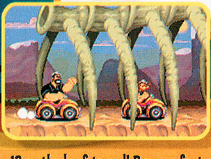
As Reggie said at E$^3$ last year, it's simply not going down the same road as you have done everyday at top speeds your whole life, but taking a new path—going off road and seeing what that dirt path behind the treeline leads to. Could be rags . . . could be riches . . . could be something much more, but you never know until you try, eh?

*Kezay*

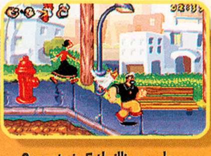


# JOIN POPEYE AND HIS FRIENDS IN THE ULTIMATE RACE!

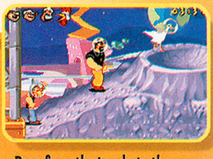
Lace up those sneakers and crack open a can of spinach with Popeye and friends in this unique racing adventure. Choose from big bruiser Bluto, adorable Olive Oyl, cheeseburger-chompin' Wimpy or Popeye himself and prepare for a frantic dash to the finish line.



13 methods of travel! Race on foot, by boat, skateboard, pogo stick, jet pack, jungle vine and more.



Compete in 5 thrilling modes – Time Rush, Quick Rush, Adventure, Challenge and Team Rush – and race with (or against!) a friend in Two-Player Link Mode.



Race from the jungle to the moon and beyond, collecting power-ups to bash baddies along the way.

## POPEYE® RUSH FOR SPINACH

EVERYONE E CONTENT RATED BY ESRB

Mild Cartoon Violence

Trademark

GAME BOY ADVANCE

namco®
www.namco.com

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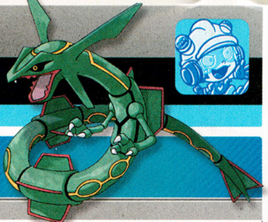


## WHO'S THE BIGGEST BRAIN OF ALL?

**Events**
**Pokémon**

The battle has begun! There's still time for you to enter the Pokémon Emerald Frontier Battle and take on some of the top competitors in the US and Canada in an online showdown.

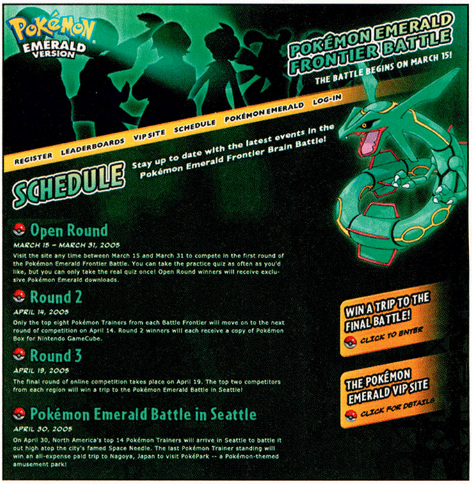
Winners of the seven frontiers will travel to Seattle to play for the ultimate prize: the title of North America's Pokémon Emerald Frontier Battle Brain. To top it all off, we're throwing in a trip to the PokéPark amusement park in Nagoya, Japan.

To enter the competition, go to www.pokemon-games.com/emerald/ and take the Pokémon Recognition Challenge any time before April 1. The Recognition Challenge tests your knowledge of Pokémon names and types. You can even take a practice quiz to sharpen your skills and warm up before the real deal.

You can take the Recognition Challenge only once, so be prepared. And go as quickly as you can—it's timed to help us break ties. The top eight players from each frontier will advance to the next round. Winners from that round will get some very cool Pokémon Emerald digital downloads.

On April 14, the top competitors in each frontier will compete in the Round 2 Pokémon Type Battle, where they'll show off their knowledge of Pokémon types and the Pokémon Battle Chart. When a Pokémon appears, you must select a Pokémon type to counter the Pokémon shown. We won't tell you the type of the Pokémon that appears in advance, so you need to know your Pokémon! The top four competitors from each frontier will advance and receive a copy of Pokémon Box for Nintendo GameCube.

Pokémon
EMERALD
VERSION
THE BATTLE BEGINS ON MARCH 15!
POKÉMON EMERALD FRONTIER BATTLE
ENTER YOUR AGE BELOW
January
1
2005
SUBMIT


Pokémon
EMERALD
VERSION
POKÉMON EMERALD FRONTIER BATTLE
THE BATTLE BEGINS ON MARCH 15!
REGISTER
LEADERBOARDS
VIP SITE
SCHEDULE
POKÉMON EMERALD
LOG-IN
WIN A TRIP TO THE FINAL BATTLE!
CLICK TO ENTER
THE POKÉMON EMERALD VIP SITE
CLICK FOR DETAILS

SCHEDULE

Stay up to date with the latest events in the Pokémon Emerald Frontier Brain Battle!

Open Round
MARCH 15 – MARCH 31, 2005
Visit the site any time between March 15 and March 31 to compete in the first round of the Pokémon Emerald Frontier Battle. You can take the practice quiz as often as you'd like, but you can only take the real quiz once! Open Round winners will receive exclusive Pokémon Emerald downloads.

Round 2
APRIL 14, 2005
Only the top eight Pokémon Trainers from each Battle Frontier will move on to the next round of competition on April 14. Round 2 winners will each receive a copy of Pokémon Box for Nintendo GameCube.

Round 3
APRIL 19, 2005
The final round of online competition takes place on April 19. The top two competitors from each region will win a trip to the Pokémon Emerald Battle in Seattle!

Pokémon Emerald Battle in Seattle
APRIL 30, 2005
On April 30, North America's top 14 Pokémon Trainers will arrive in Seattle to battle it out high atop the city's famed Space Needle. The last Pokémon Trainer standing will win an all-expense paid trip to Nagoya, Japan to visit PokéPark -- a Pokémon-themed amusement park!

The winners from Round 2 will compete in the Round 3 Pokémon Type Battle on April 19. The rules are the same as in Round 2, and the top two players from each frontier (14 people in all) will win an all-expense-paid trip to the Pokémon Emerald Frontier Battle in Seattle! You'll take a trip up the Space Needle to play Pokémon Emerald against the other top Frontier Brains.

Even if you're not one of the best competitors, you can win a trip to Seattle. When you visit www.pokemon-games.com/emerald/, enter for a chance to win the trip (without even playing the game, if you choose). Although the winner won't participate in the Pokémon Emerald Frontier Battle, he or she will get to bask in the glow of the Emerald City and watch the great Pokémon competition.

Want exclusive Pokémon Emerald downloads? Preorder Pokémon Emerald to receive Pokémon Emerald Frontier Battle Gear. The passport features a unique ID# that you enter at the Pokémon Emerald VIP Site.

Not only does the ID# net you some wicked downloads and other exclusive content, it gives you access to a members-only chat board. To chill with other Trainers at the exclusive VIP site, go to http://www.pokemonemeraldvip.com, enter your ID# then explore the VIP site. It's that easy!

www.pokemon-games.com/emerald/

**Congratulations to our latest Sages!**

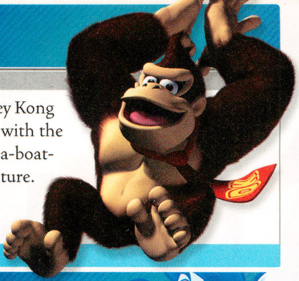
**DRYBONESZERO**
**MORPHA613**
**PEACH_TOADSTOOL**
**SWIFT_NINJA**

# RUN THROUGH THE JUNGLE

**Games**

**Featured Title | GCN**

Donkey Kong is one of the most powerful forces in the Nintendo universe, and the new Donkey Kong website, redesigned in honor of Donkey Kong Jungle Beat, follows suit. The site hits visitors with the unstoppable force of a rampaging gorilla. Larger-than-life video, minigames, boss art, a banana-boat-ful of interactive animations and more help spread the word about DK's slamming adventure. Check out the bongo-bashing fun at donkeykong.com.



→ www.donkeykong.com

# THE LATEST ON LINK

**Games**

**Featured Title | GCN**

The suspense level is rising. Zelda fans eagerly anticipating the new Legend of Zelda release for the Nintendo GameCube still have some waiting to do, but at zelda.com, they can watch the latest video from the upcoming game. Bookmark the site and check back often for all the official updates on the Legend of Zelda franchise. Want to know what other people think about the new video and screenshots? Drop in on the Zelda forums to read the latest gossip and hear the buzz.

→ www.zelda.com

# PIKACHU'S NEW WORKOUT

**Games**

**Featured Title | DS**

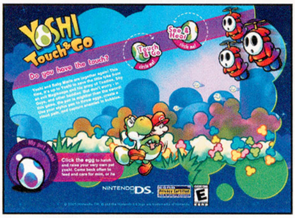
Pokémon is making a splash with Pokémon Dash, the first Pokémon title to grace the Nintendo DS. Pokemon-games.com will clue you in to Pikachu's DS debut with a cool new Pokémon Dash microsite. It features a ton of great video footage to show you exactly what the game is all about. While you're there, be sure to test your stylus-sliding skills in the fast-paced Poké Ball Dash activity, and keep your eyes peeled for Munchlax—a brand-new Pokémon that appears for the first time in Pokémon Dash.

→ www.pokemon-games.com

# YOSHI REACHES FOR THE CLOUDS

**Games**

**Featured Title | DS**



Return to Yoshi's Island in this crazy Nintendo DS action adventure! The Yoshi Touch & Go site features gameplay information, video tutorials on drawing cloud circles, bubbles, and hurling Yoshi Eggs at Whirly Guys, Shy Guys, and more. Capture the chaos of Yoshi Touch & Go and discover how deceptively addictive this simple game really is.

→ www.nintendods.com/yoshi

# TAKE THE PARTY ON THE ROAD

**Games**

**Featured Title | GBA**

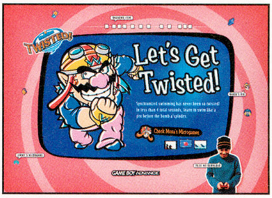
Mario says life is a party, so live it to the fullest! Jump into marioparty.com and check out the all-new Mario Party Advance site: Drive Mario around town, visit homes, play minigames and bend your mind with our quizzes. If you pull off a perfect score, Prof. E. Gadd will reward you with a cool gadget.

→ www.marioparty.com

# WORDS FROM WARIO

**Games**

**Featured Title | GBA**



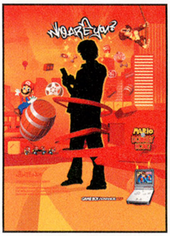
"Hey! Wario here! Yet again, my genius has topped itself! I'm talking about my spanking-new website for WarioWare: Twisted! In a spellbinding Internet first, the site actually twists! And tilts! That's right! No, no, no. You don't have to pick up your computer and shake it like James Bond's favorite drink. Just go to warioware.biz and see for yourself. I tell ya, it's the most brilliant idea since pre-shredded mozzarella!"

→ www.warioware.biz

# CHANGE THE WORLD AROUND YOU

**News**

**GBA SP**



You've seen the TV and print advertisements of a young man playing his Game Boy Advance SP and really getting into it. Now you can visit www.gameboy.com to view the wildly successful ads and get the tools to make your own GBA SP-inspired poster. The best entry will win a spot in an upcoming issue of Nintendo Power! Show off your creativity and show the world what inspires you.

→ www.gameboy.com

# GAME WATCH

THE INSIDE SOURCE FOR NINTENDO NEWS & PREVIEWS

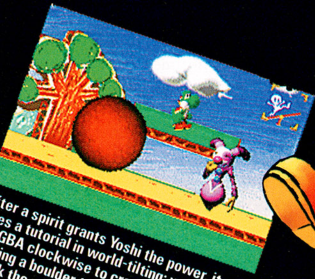
Shockingly beautiful. Incredibly ominous. Wonderfully transporting. Do you want to read more adjectives, or would you rather see the new The Legend of Zelda screens for yourself? Check out this issue's poster.

## BOLD MOVES ON THE GBA SCENE

The Nintendo innovation bug must be catching. In addition to the many eye-opening Nintendo DS titles coming in 2005 (see our DS cover story starting on page 42), quite a few stunning Game Boy Advance games—beyond to the already-announced WarioWare: Twisted!, Fire Emblem: The Sacred Stones and Pokémon Emerald—are coming out of the woodwork. If you thought that The Legend of Zelda: The Minish Cap might be the mono-screened system's magnum opus, keep an open mind. We've turned up news on even more impressive GBA titles in development. Yes, you'll find legions of movie and cartoon franchises coming to the GBA throughout '05, but it's the following seven games that show that developers are still testing the GBA's limits and creating unique experiences for the handheld.

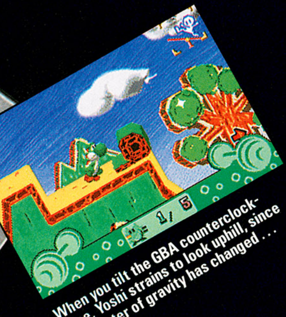
### YOSHI TOPSY-TURVY

WarioWare: Twisted! isn't the only GBA game going gyroscopic. A Yoshi title not yet announced for US release will bend the rules of platformers by giving players the power to tilt the world itself by turning the GBA: uphill becomes downhill, falling bombs veer off-target, sky gondolas slide sideways on wires, and Ferris wheels obey your every whim. Yoshi fans like the unexpected—and this game fits the bill.

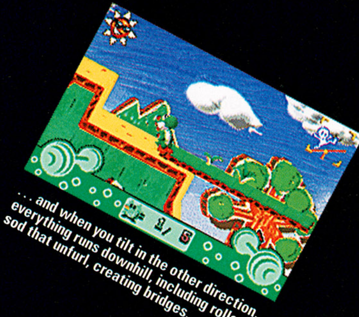


After a spirit grants Yoshi the power, it gives a tutorial in world-tilting: you'll turn the GBA clockwise to create a slope, causing a boulder to run downhill and smack the spirit.

GAME BOY ADVANCE SP



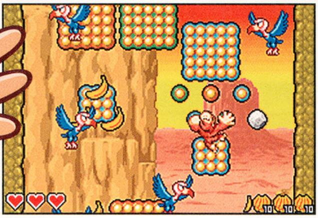
When you tilt the GBA counterclockwise, Yoshi strains to look uphill, since the center of gravity has changed . . .



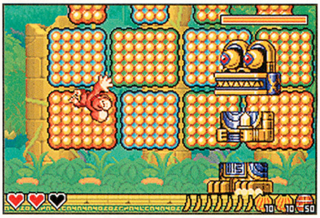
. . . and when you tilt in the other direction, everything runs downhill, including rolls of sod that unfurl, creating bridges.

# DK: KING OF SWING

DK's grabbing headlines thanks to the unconventional play control in Donkey Kong Jungle Beat, and he'll do it again later this year with DK: King of Swing. Using just L and R to control DK's hands, you'll swing by gripping pegs scattered throughout levels, letting DK pivot around each one, and you'll release DK's hold to let him go into free fall—until you grab another peg. Another wacky concept that's a blast in action.



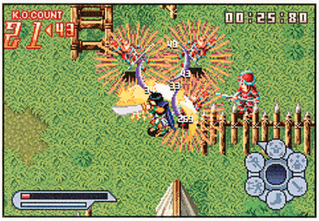
Navigating a ravine plagued by buzzards, and grabbing bananas along the way, is a real challenge when relying on just the L and R Buttons.



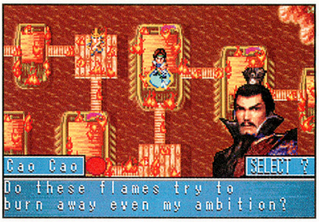
The Aztec-inspired boss hops along the ground, comically dividing its stone sections as it bounces, trying to batter DK off the pegs overhead.

# DYNASTY WARRIORS ADVANCE

The immensely popular Dynasty Warriors series has waged its ancient Chinese wars only on consoles to date, but Koei plans to bring the man-versus-army series to both the Game Boy Advance and the Nintendo DS. Details about its single-screened incarnation due in spring are scarce, but screenshots of the GBA version show that it will be every bit the hack-and-slasher that its devotees crave.



The Dynasty Warriors series has built its empire on hacking and slashing on a grand scale. We can't wait to learn how we'll carve up GBA crowds.



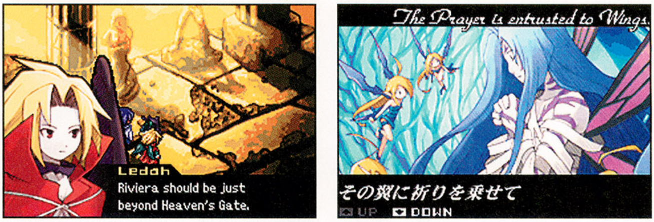
Cao Cao

Do these flames try to burn away even my ambition?

The franchise is also known for sticking to the facts of China's high-stakes ancient history, and Dynasty Warriors Advance will tell many tales of unbridled ego.

# RIVIERA: THE PROMISED LAND

The Game Boy Advance has proven to be an RPG wonderland, and Riviera: The Promised Land is among several great RPGs destined for the GBA over the next few months. Published by Atlus, ever devoted to bringing new RPG systems to light, Riviera will relate an especially epic story. It visits Asgard, the realm of the gods, thousands of years after its deities sacrificed their lives to create warriors called Grim Angels, who vanquished a demon army. With those evil forces staging a comeback, the Seven Magi, proxies for the dead gods, start a cataclysm that will eventually destroy both the demons and a heavenly isle known as Riviera. And in a quest that Atlus promises will span more than 30 hours, players will head to Riviera, the seat of the gods' powers, to meet with one of several endings.

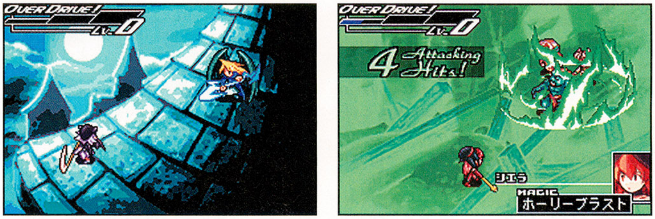


Ledah
Riviera should be just beyond Heaven's Gate.

The Prayer is entrusted to Wings.

その翼に祈りを乗せて

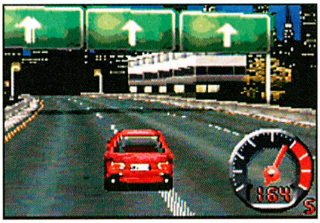
Riviera will conjure its magical realm with hand-drawn graphics applied to over 100 character expressions and many cut-scenes, with the kind of over-the-top style that befits its apocalyptic story.



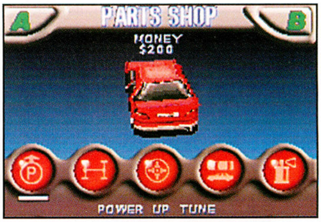
The game promises intense battles and a weapon system that brings out different powers in items depending on which characters equip them—a boon to customization-obsessed RPG players.

# TOKYO XTREME RACER ADVANCE

After delays that moved it into 2005, Tokyo Xtreme Racer Advance zooms to retail in March as the latest game to take on the task of perfecting 3-D racing for the GBA. Top Gear Rally and the GT Advance series have been tied as the standard bearers, but Crave has entrusted its Tokyo Xtreme series to the developer (David A. Palmer Productions) that made the 3-D FPS Doom work amazingly well on the GBA. The result could set the bar for polygonal racers on the single-screened handheld.



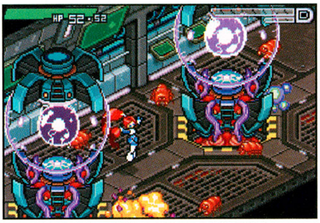
The street-racing game tears across the highways of Tokyo, Los Angeles and London, pitting players against over 60 rivals.



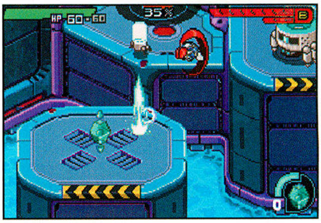
After you select one of 16 cars, you can customize your ride with various levels of tuning options with winnings from races.

# SCURGE: HIVE

Newcomer Orbital is earning a rep for finely detailed games: Racing Gears Advance's top-down tracks were packed with such touches, and Scurge: Hive looks to be doing the same. As you play a bounty huntress sent to destroy a biomatter contagion, you'll confront 75 foes that plague six areas including swamps, mines and an industrial zone. Orbital has also given its heroine many upgrades, such as an energy tether that she can use to drag objects—one power that separates her from another GBA bounty huntress we can think of.



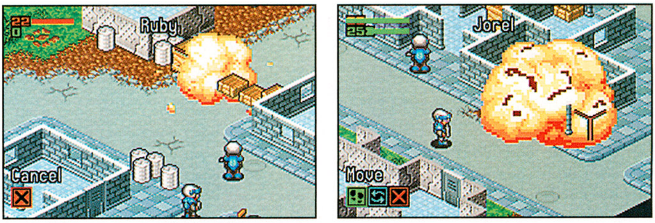
Due shortly after $E^3$, Scurge is on track to pull off isometric action-adventure more beautifully than most titles we've seen in this GBA generation.



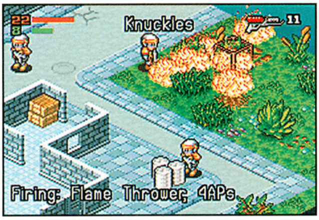
When the heroine, Jenosa Arma, leaps across gaps, her long red hair whips around her. It's one of many cool, stylish flourishes in Orbital's game.

# REBELSTAR: TACTICAL COMMAND

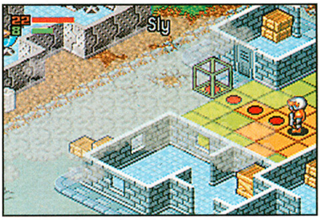
Ask any serious PC gamer to name the best game ever made, and you'll likely hear X-COM: UFO Defense, one of the first truly great turn-based squad-action titles. That bodes well for Namco's RebelStar: Tactical Command, which is being developed by the X-COM team (then Mythos, now Codo). The game boasts many of the same elements that made X-COM so satisfying. It's got a story of alien conspiracy—or, rather, of human conspiracy, since you'll control a band of people rising up against the alien Arelian occupation of Earth in 2117. RebelStar will also feature destructible environments and an emphasis on sight lines, which made surprise attacks and explosive battles an X-COM staple. In addition to a campaign mode, developer Codo will include two multiplayer modes, one that uses only one Game Boy Advance, and a second for two linked GBAs. Namco could have a huge hit on its hands if RebelStar lives up to its PC pedigree. The title's due in August; expect much more on it in coming issues.



Several excellent tactical RPGs have hit the GBA, but none make destructible environments core to gameplay. Blasting apart battlefields, opening paths and sight lines, will make RebelStar truly unique.



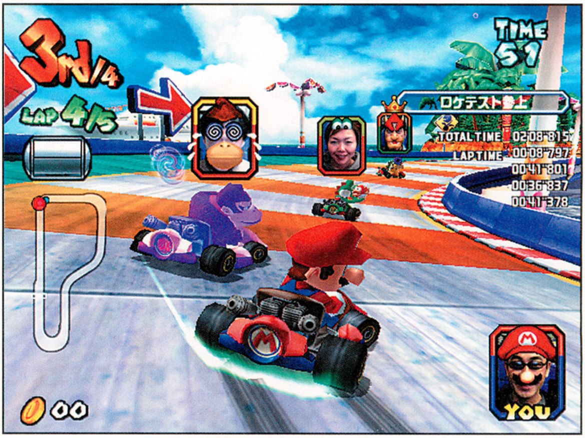
You'll also be able to torch the field of play with flamethrowers, and fires can spread beyond the initial arson area—appropriately dangerous.

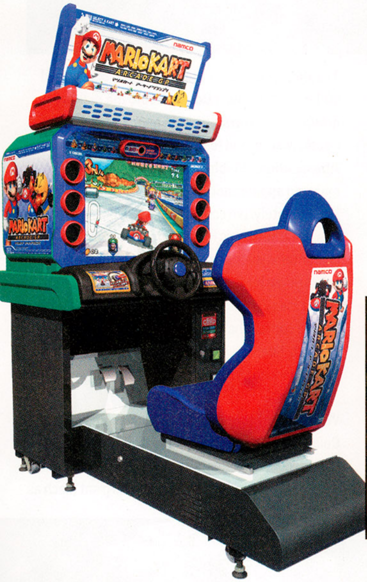


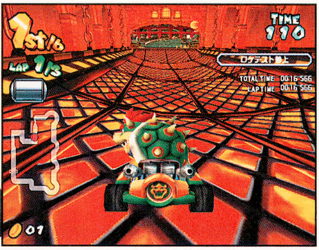
Further making sight lines a critical part of battle, smoke grenades can reduce visibility to help an incoming force launch a surprise attack.

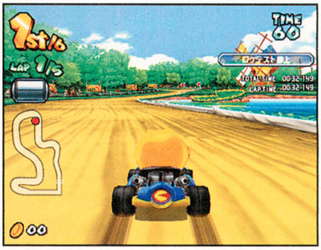
# THE PORSCHE OF MARIO KARTS

The Triforce board, the arcade technology based on the Nintendo GameCube's architecture, will soon be put to the test for a second time. One of the board's collaborators, Sega, took it for a spin in the blindingly fast F-Zero GX; now Namco (Nintendo's other Triforce partner) plans to put the technology under the hood of its Mario Kart Arcade GP. The racing game returns to single-rider karting (not the twofer seating seen in 2003's Double Dash!!) and includes 24 original courses spanning six worlds. Three of Namco's most famous characters—Pac-Man, Ms. Pac-Man and Blinky (the red ghost)—will join Mario & Co. on the tracks. Four arcade units can connect for competitions, and Namco's got a fun twist planned: each player's face will be captured on camera and displayed above his vehicle in the race. Arcades haven't seen Mario in a new game for many years, and for now, only Japanese arcades will enjoy his big comeback—the game hasn't yet been announced for release in North America. Cross your fingers, Mario Karters.


3rd/4
LAP 4/5
TIME 51
ロケテスト参上
TOTAL TIME 02'08"815
LAPTIME 00'08"797
00'41"801
00'36"837
00'41"378
00
YOU


MARIOKART
ARCADE GP
namco


1st/6
LAP 1/3
TIME 110
ロケテスト参上
TOTAL TIME 00'16"566
LAP TIME 00'16"566
01


1st/6
LAP 1/3
TIME 60
ロケテスト参上
TOTAL TIME 00'32"149
LAP TIME 00'32"149
00

# DONKEY KONGA 2: THE SONGS

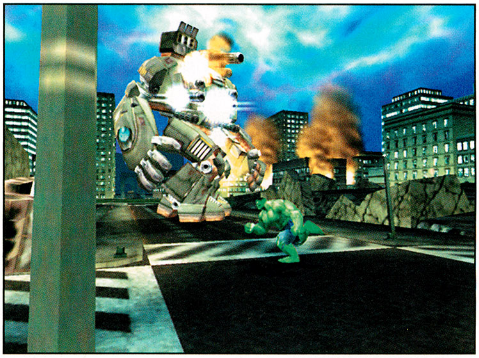
From a gameplay perspective, last fall's rhythm-action game, Donkey Konga, *couldn't* have had a better song list. Just when you mastered the straightforward beats of '80s tune "Whip It," along came the insane challenge of '90s techno hit "Busy Child," or the unfamiliar syncopations of swing music or Motown-era songs. Which was all well and good—but if we're talking pure music, rather than challenge variety, Donkey Konga missed the mark with many would-be drummers (especially with its children's-ditties medley). Donkey Konga 2 will correct that: its 33 songs, including pop hits like "High Roller," "Drive" and "No More Drama," will stick almost exclusively to the last several years, which means that gamers will be bashing and clapping to lots of punk-pop, R&B, hip-hop, party rock and techno music.

# RADICAL EXPOSES THE HULK'S UPCOMING GAMMA BLAST

**Vivendi Universal Games has got a huge blockbuster—literally—on the horizon with The Incredible Hulk: Ultimate Destruction, due this summer on the Nintendo GameCube. Since developer Radical Games's last Hulk title, the smashfest that was far superior to the 2003 flick it was tied to, Radical must have soaked in gamma rays: Ultimate Destruction's violence threatens to register off the charts. Its free-roaming gameplay is only the beginning of the überbrutality, and NP cornered producer Vlad Ceraldi to discover how else Radical plans to make an even bigger impact with its next Hulk game.**

**Nintendo Power: What makes the Hulk the right character for a free-form roam-'n'-wreck game?**
Vlad Ceraldi: The Hulk is the strongest one there is, more powerful than any other comic-book character. Hulk is completely unstoppable. Playing the Hulk gives you the feeling of total freedom. We came to realize that the Hulk needs a big playground—a free-roaming area which allows for the ultimate destruction of environments and enemies.

**How much of the game is directed missions versus open environmental exploration?**
The City and the Badlands worlds have plenty of story missions and side missions or challenges for you to explore at your leisure. And hidden throughout the worlds are comic covers which unlock tons of great content for the player to enjoy. If you just want to ignore all of the above and start destroying stuff, you can do that, too, and the city will react to you and hunt you down, providing pitched battles whenever you take it too far. You can easily lose yourself exploring, smashing, fighting, and jumping for hours before you actually start another mission. Even the development team still finds themselves distracted by the playground-style world, where everything is destructible. Terrifying pedestrians, running through traffic, running through the streets with buildings on fire, bashing cars and trucks in all directions as they tumble under complete physics control—it's good, clean fun.



**The Hulk represents pure power and destruction. How did you design an environment that he can interact with? Where do you draw the line on his destructive capabilities?**
Well, we did our best *not* to draw a line! Our goal was ultimate destruction and total freedom. I believe that we have achieved those goals and, in doing so, the player will experience the ultimate power fantasy—nothing else comes close.

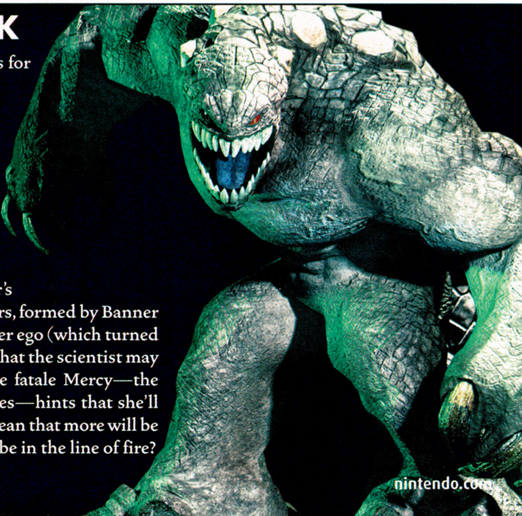
**Have you incorporated real physics into how objects collapse, or are the effects animated?**
Most of everything is physics-based, although for story elements and certain situations, the destructible elements are designed for a purpose or a certain look. We have a great physics engine which is tightly integrated into the game mechanics, rather than a bolt-on extra that you see in most games. You can create some devilish chain reactions with just a little imagination.

**The Hulk characters that have been announced so far are old friend Doc Samson; the military group Hulkbusters; the self-appointed angel of death, Mercy; and longtime Hulk nemesis The Abomination. Which other Hulk mainstays will make an appearance?**
Unfortunately, we can't say more at this time, but this is the authentic Hulk experience, featuring character visuals reimagined by number-one Marvel artist Bryan Hitch, a story created by visionary writer Paul Jenkins, and a secret association with Marvel comics that we can't quite tell you about just yet. Keep your eyes open—we have a great big first-of-a-kind secret in this area.

**What kind of forces will the Hulk be up against? Could you describe one of the big battles?**
Okay, I lied—I'll mention one more figure: the Titan. It's so big, it is hard not to think of this giant mech as

## NP PSYCHOANALYZES THE HULK

It must be our charm. We've pried loose some info on a second boss for The Incredible Hulk: Ultimate Destruction. It's the Devil Hulk, seen to the right, which Vivendi Universal Games describes as "the nihilism and self-hate realized within Bruce Banner's mind." After leafing through a few Psych 101 textbooks and stacks of Hulk comics, plus factoring in the characters mentioned in the interview above, we're going to take a speculative stab at what that means for Ultimate Destruction. We're betting that the game's going to unleash Hulk in his many forms, each a different manifestation of the struggle between Banner's intellect and Hulk's brutality. For one, the Devil Hulk, an evil creature trapped in Banner's subconscious, has never fully reached the real world. The Hulkbusters, formed by Banner during a period when he was physically separated from his green alter ego (which turned a totally mindless Hulk loose on the world), return, which suggests that the scientist may be separated again from the brute. And the appearance of femme fatale Mercy—the Hulk-stalking alien who "liberates" tortured souls from their bodies—hints that she'll be messing with his mind once again. Ultimate Destruction could mean that more will be obliterated than merely city blocks—perhaps one of the Hulks will be in the line of fire?



anything but a type of character. When the Hulk battles a Titan, he has to actually climb onto them to smash the different weapon arrays! Think of the Titan as a walking battleship—when the Hulk fights with this thing, everything gets destroyed.

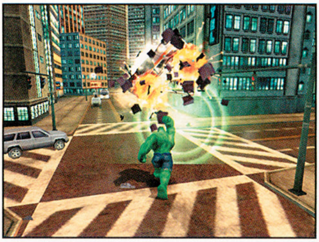
**What role has Marvel Comics had in the development? In working with Marvel, how were you able to arrive at a premise that both respects the characters, and works as a great video game?**
Ames Kirshen, Director of Video Game Development at Marvel, has been with us every step of the way, providing feedback and helping us make the best superhero game ever. We have worked with the great talents of Bryan Hitch and Paul Jenkins to ensure that we stay true to continuity and are as authentic as possible to the Hulk legacy. There are a few surprises for any comic book fan—all I can tell you at this point is that if you want the whole story, you're going to have to check out the game.

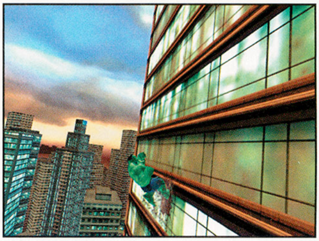
**Does the game follow a storyline (or storylines) from the comic series, or is it all original?**
It is all original but stays true to the continuity. In fact, Marvel is working with us on some interesting surprises in this regard—something that has never happened before between comics and a video game. You're going to see something beyond just a great story, but I can't tell you more than that at this time.

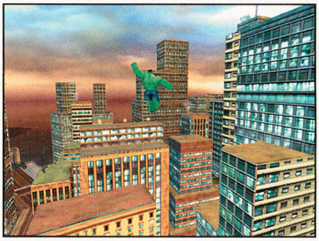
**Paul Jenkins's comic stories have dealt with a particularly difficult part of Bruce Banner's life. Does the game contain those dark and psychologically difficult undertones?**
Absolutely. This story is not bright and sunny. This Hulk is not a friendly giant; he's big, mean, and really, really angry. The Hulk can come across as a savage beast, but as fans know, he is really a part of us all, something that resides inside all of us. In any game, players naturally gravitate to creating mayhem and destruction, but the Hulk is the perfect vehicle to let them take that to the next level.

**What influence has artist Bryan Hitch's style had on the project?**
Bryan Hitch provided many of the character and enemy designs. It was really exciting to get his involvement and to see his designs come to life in our game. As you explore the game worlds, you can actually unlock and collect his sketches and designs to be viewed at your leisure. Bryan's designs dictate the direction for Marvel's groundbreaking Ultimate Universe, and we wanted something that is cutting-edge yet also faithful to the historic roots of the characters. Bryan's work embodies that.

**Will the game have a comic book look, or will it be more realistic looking?**
We have gone with a very stylized look. While the game is based on the comic—and not film or TV—we still wanted to move towards a realistic and grainy look to go with Paul's story. I believe that we have achieved a unique style by adhering to the comic origins while, at the same time, creating a cool, realistic-looking world, the perfect playground for fulfilling every player's appetite for destruction.







Rush hour won't be a problem during your Hulk rampages. If you don't feel like battering your way down streets, simply run up a building and leap across the urban jungle—take that, web slinger.

## QUICK HITS OF BIG NEWS

### MIDWAY GRABS CARTOON TERRITORY

**After focusing on more-mature titles for several years, Midway's getting ready to branch out into cartoon games. The publisher will release titles based on three daytime Cartoon Network shows: *Dexter's Laboratory*, *The Grim Adventures of Billy & Mandy*, and *Ed, Edd n Eddy*. And, to the delight of those who gravitate toward the network's weirder Adult Swim 'toons, Midway will also release games based on *Aqua Teen Hunger Force*, *The Brak Show*, *Sealab 2021*, *Space Ghost Coast to Coast*, and *Harvey Birdman, Attorney at Law*, with the first Adult Swim game scheduled for late 2006.**

### A THIRD HAUL OF ARCADE TREASURES

**Midway has a huge vault of arcade classics to revive, and it will dip into it again this fall with a GCN release of Midway Arcade Treasures 3. Hydro Thunder and San Francisco Rush 2049 are among the eight games that will be riding the retro wave, every one of them a racer from Midway's arcade heyday.**

### HARVEST MOON ENJOYS THE SIMPLE LIFE

**Harvest Moon fans may have to wait for their fave series to hit the Nintendo DS in the US, but they can head back to the farm on the Nintendo GameCube and the Game Boy Advance in June—this time from a female perspective. Based on two previous GBA and GCN titles, Harvest Moon: Another Wonderful Life (GCN) and Harvest Moon: More Friends of Mineral Town (GBA) will bring a very different social scene to the gameplay. Publisher Natsume has also revealed that, like the previous titles, the new versions can link up via a Nintendo GameCube Game Boy Advance cable to enable villagers to travel between the games, triggering new events.**

### BLASTS FROM FRANCHISES PAST

**Two golden oldies that were a huge part of 1950s pop culture will soon get a spit-polish for video game release, according to recent publisher announcements. Ubisoft plans to make games based on Trollz, the pug-ugly dolls that are getting an extreme cartoon makeover come fall; and Namco intends to bring the green-and-bendy Gumby to games. Namco also has designs on another classic, the Berenstain Bears, which is experiencing a resurgence on PBS. Specific platforms have not yet been nailed down—expect more details in coming months.**

### MORE RELEASES FOR SUPERFANS

**Bandai has pinned down a spring release for Digimon World 4, a dungeon-hacker that will star the evolving critters that still command a loyal following. Up to four players can jump into the action-RPG to explore a sinister world never seen before in the Digimon universe. In October, THQ will release Bionicle: Maze of Shadows, a GBA game based on the upcoming book. Fans of the franchise have a top-down action adventure on their hands this time around, with characters based on the 2004 LEGO models.**

# GAME WATCH FORECAST

## NINTENDO GAMECUBE

- ADVANCE WARS: UNDER FIRE
- BARNYARD
- BATMAN BEGINS
- CHICKEN LITTLE
- THE CHRONICLES OF NARNIA: THE LION, THE WITCH AND THE WARDROBE
- CONAN: THE DARK AXE
- DEXTER'S LABORATORY
- DIGIMON WORLD 4
- DISNEY'S WINNIE THE POOH RUMBLY TUMBLY ADVENTURE
- DONKEY KONGA 2
- DRAGON BALL Z: SAGAS
- FIRE EMBLEM*
- FROGGER
- FUNKYDILLA
- GEIST
- HARVEST MOON: ANOTHER WONDERFUL LIFE
- THE INCREDIBLE HULK: ULTIMATE DESTRUCTION
- KILLER 7
- THE LEGEND OF ZELDA*
- MADAGASCAR
- MEDAL OF HONOR: DOGS OF WAR
- MIDWAY ARCADE TREASURES 3
- MINI-GOLF MAYHEM
- MOBILE SUIT GUNDAM
- THE MOVIES
- NICKTOONS*
- ODAMA
- ONE PIECE: TREASURE BATTLE
- PILLAGE
- ROCKET POWER: ZERO GRAVITY ZONE
- ROOM ZOOM
- SCOOBY-DOO! UNMASKED
- SHREK SUPERSLAM
- SPIDER-MAN 3
- SPONGEBOB SQUAREPANTS*
- STARCRAFT: GHOST
- TAK 3
- TEN PIN ALLEY 2
- TINY TOONS: DEFENDERS OF THE LOONI-VERSE
- TMNT MUTANT MELEE
- TOM CLANCY'S GHOST RECON 2
- TOM CLANCY'S SPLINTER CELL: CHAOS THEORY
- X-MEN LEGENDS 2*
- WORLD CHAMPIONSHIP POKER
- WORLD CHAMPIONSHIP POOL 2004
- WORMS FORTS: UNDER SIEGE!

## GAME BOY ADVANCE

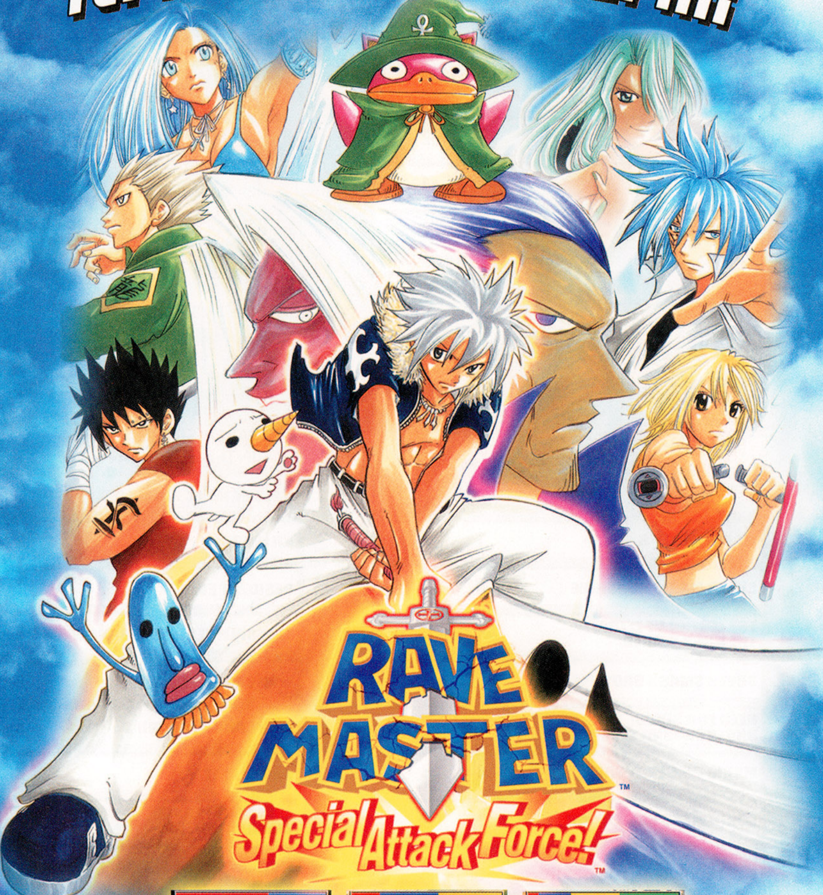
- AERIAL ACES
- BACKYARD BASEBALL
- BARNYARD
- BATMAN BEGINS
- BEJEWELED
- BIONICLE: MAZE OF SHADOWS
- CHICKEN LITTLE
- CT SPECIAL FORCES 3: BIOTERROR
- CUSTOM ROBO GX
- DANNY PHANTOM*
- DISNEY'S WINNIE THE POOH RUMBLY TUMBLY ADVENTURE
- DK: KING OF SWING
- DRAGON BALL Z: TRANSFORMATION
- DYNASTY WARRIORS ADVANCE
- EVERGIRL*
- THE FAIRLY ODDPARENTS!*
- FAMISTA ADVANCE
- FIRE EMBLEM: THE SACRED STONES
- HAMTARO: RAINBOW RESCUE
- HARDCORE POOL
- HARVEST MOON: MORE FRIENDS OF MINERAL TOWN
- HUGO BUKKAZOOM
- HUGO: THE EVIL MIRROR
- I-NINJA
- JUKA AND THE MONOPHONIC MENACE
- LADY SIA II
- LEGO STAR WARS
- MADAGASCAR
- MEGA MAN ANNIVERSARY COLLECTION
- MEGA MAN BATTLE NETWORK 5: TEAM PROTOMAN/TEAM COLONEL
- MICKEY'S MAGICAL QUEST 3
- MR. DRILLER 2
- NICKTOONS*
- ONE PIECE: GRAND BATTLE
- PAC-MAN PINBALL ADVANCE
- PAYBACK
- PIRATE BATTLE
- POKéMON EMERALD
- POPEYE: RUSH FOR SPINACH
- RADIUM
- RAVE MASTER: SPECIAL ATTACK FORCE
- REBELSTAR: TACTICAL COMMAND
- RIVER KING
- RIVIERA: THE PROMISED LAND
- SANTA CLAUS SAVES THE EARTH
- SCOOBY-DOO! UNMASKED
- SCURGE: HIVE
- SHREK SUPERSLAM
- SIGMA STAR SAGA
- SPEED BALL 2: BRUTAL DELUXE
- SPONGEBOB SQUAREPANTS*
- *STAR WARS* EPISODE III: REVENGE OF THE SITH
- TAK 3
- TALES OF PHANTASIA
- TALES OF THE WORLD: NARIKIRI DUNGEON 2
- TIM BURTON'S THE NIGHTMARE BEFORE CHRISTMAS: THE PUMPKIN KING
- TINY TOON ADVENTURES: SCARY DREAMS
- TOKYO XTREME RACER ADVANCE
- ULTIMATE POCKET GAMES
- ULTIMATE TABLE GAMES
- WARIOWARE: TWISTED!
- WORLD REBORN
- X-BLADEZ: INLINE SKATER
- XYANIDE

## NINTENDO DS

- ADVANCE WARS DS*
- AGE OF EMPIRES II: THE AGE OF KINGS
- AIR ASSAULT 2
- ANIMAL CROSSING DS*
- ANOTHER*
- BARNYARD
- BOKTAI*
- BOMBERMAN DS*
- BRAIN TWISTING GAME VOL. 1*
- CADUCEUS
- CASTLEVANIA DS*
- CHORO-Q DS
- THE CHRONICLES OF NARNIA: THE LION, THE WITCH AND THE WARDROBE
- DRAGON BALL Z
- DRAGON BOOSTER
- DRAGON QUEST MONSTERS*
- DYNASTY WARRIORS*
- EGG MONSTER HEROES
- FINAL FANTASY III
- FINAL FANTASY: CRYSTAL CHRONICLES*
- FROGGER: HELMET HAVOC
- FUSHIGI NO DUNGEON
- THE GAME OF LIFE DS
- GOLDENEYE: ROGUE AGENT
- GYAKUTEN SAIBAN
- HARVEST MOON FOR DS*
- HISTORICAL SIMULATION GAME*
- THE INCREDIBLES
- INTERN TENDO DOKUTA
- JAM WITH THE BAND*
- JOHNNY ROCKETFINGERS
- KIM POSSIBLE 4*
- KING KONG
- LEGEND OF THE RIVER KING*
- THE LEGEND OF ZELDA: FOUR SWORDS*
- LIZZIE MCGUIRE*
- LOST IN BLUE
- MADAGASCAR
- MAH-JONG*
- MARIO KART DS*
- MEGA MAN BATTLE NETWORK
- METEOS
- METROID PRIME HUNTERS
- MINNA NO MAHJONG*
- MOBILE SUIT GUNDAM SEED
- MONSTER RANCHER
- MOONLIGHT FABLES*
- NANOSTRAY
- NEED FOR SPEED UNDERGROUND 2
- NEW SUPER MARIO BROS.*
- NICKTOONS*
- NINTENDOGS*
- ONE PIECE
- ORGANIZER PLUS
- PAC 'N ROLL*
- PAC-PIX
- POLARIUM
- PUYO POP FEVER
- QUAD DESERT FURY 2
- RACE GAME*
- SCOOBY-DOO! UNMASKED
- SECRET OF MANA*
- SHIN MEGAMI TENSEI DS
- SHREK SUPERSLAM
- SHOGUN WARRIOR
- SLIME MORIMORI DRAGON QUEST*
- SNOWBOARD KIDS DS
- SONIC DS*
- SPACE INVADERS REVOLUTION
- SPONGEBOB SQUAREPANTS*
- *STAR WARS* EPISODE III: REVENGE OF THE SITH
- TAK 3
- TEXAS HOLD 'EM
- THAT'S SO RAVEN*
- TOM CLANCY'S SPLINTER CELL: CHAOS THEORY
- ULTIMATE BRAIN GAMES
- ULTIMATE CARD GAMES
- ULTIMATE POCKET GAMES
- URUSEIYATSURA
- VANDAL HEARTS*
- VIEWTIFUL JOE
- WINX*
- WORLD CHAMPIONSHIP POKER DELUXE SERIES
- WORLD SOCCER WINNING ELEVEN*
- YU-GI-OH!: NIGHTMARE TROUBADOUR
- ZOO TYCOON

YELLOW TEXT SIGNIFIES NEW GAMES ADDED TO THE LIST
* WORKING TITLE

# IT'S TIME FOR THE RAVE-OLUTION!!!



**Battle with your friends as Haru Glory, Plue, Elie, and other characters from the manga and animated TV series.**

*Up to 4 players can battle together with the Game Boy® Advance Game Link® Cable*

TEEN
T
CONTENT RATED BY ESRB

Comic Mischief
Mild Violence

Kodansha

GAME BOY ADVANCE

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# POWER CHARTS.191

## Nintendo DS

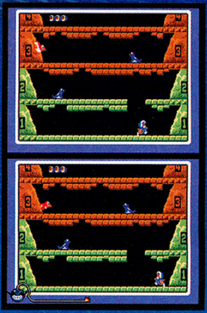
The latest from ex-Sega virtuoso Tetsuya Mizuguchi and Kirby creator Masahiro Sakurai, Meteos is unusual, creative and insanely addictive. Like the other games on this list, it provides a glimpse of the DS's full potential.

**PLAYER'S CHOICE* NINTENDO DS**

| | | PRIOR POSITION | MONTHS ON CHART |
|---|---|---|---|
| 1 | METEOS | • | 1 |
| 2 | WARIOWARE: TOUCHED! | 1 | 3 |
| 3 | POLARIUM | 3 | 2 |
| 4 | PAC-PIX | • | 1 |
| 5 | YOSHI TOUCH & GO | 4 | 2 |

*Player's Choice and Most Wanted information courtesy of the NP Krew.

SCORE 97970
60
TIME 1'47"10
2P
1P



## Nintendo GameCube

We have good news: Resident Evil 4 was the top-selling console game for January, so you don't have to worry about the chainsaw guy paying you a visit, as we threatened last month. Well done.

**TOP-SELLING GAMES* NINTENDO GAMECUBE**

| | | PRIOR POSITION | MONTHS ON CHART |
|---|---|---|---|
| 1 | RESIDENT EVIL 4 | • | 1 |
| 2 | MARIO PARTY 6 | 1 | 2 |
| 3 | SUPER MARIO SUNSHINE | 9 | 22 |
| 4 | THE LEGEND OF ZELDA: THE WIND WAKER | • | 13 |
| 5 | SUPER SMASH BROS. MELEE | 8 | 36 |
| 6 | NEED FOR SPEED: UNDERGROUND 2 | 7 | 3 |
| 7 | MARIO POWER TENNIS | 4 | 3 |
| 8 | SONIC MEGA COLLECTION | • | 14 |
| 9 | PAPER MARIO: THE THOUSAND-YEAR DOOR | 3 | 4 |
| 10 | NFL STREET 2 | • | 1 |

*Sales data courtesy of the NPDFunworld TRSTS Video Game Source.

**PLAYER'S CHOICE* NINTENDO GAMECUBE**

| | | PRIOR POSITION | MONTHS ON CHART |
|---|---|---|---|
| 1 | DONKEY KONG JUNGLE BEAT | 4 | 3 |
| 2 | KILLER 7 | 2 | 2 |
| 3 | RESIDENT EVIL 4 | 1 | 4 |
| 4 | TIMESPLITTERS: FUTURE PERFECT | 3 | 3 |
| 5 | MVP BASEBALL 2005 | • | 1 |
| 6 | FIGHT NIGHT: ROUND 2 | 5 | 2 |
| 7 | NBA STREET V3 | 8 | 2 |
| 8 | PRINCE OF PERSIA: WARRIOR WITHIN | 7 | 4 |
| 9 | METROID PRIME 2 ECHOES | 6 | 6 |
| 10 | VIEWTIFUL JOE 2 | 10 | 6 |

*Player's Choice and Most Wanted information courtesy of the NP Krew.

## Future Release

**MOST WANTED**

| | | PLATFORM | PRIOR POSITION | MO. ON CHART |
|---|---|---|---|---|
| 1 | THE LEGEND OF ZELDA | GCN | 1 | 7 |
| 2 | CASTLEVANIA DS | NDS | 3 | 2 |
| 3 | FIRE EMBLEM | GCN | • | 2 |
| 4 | ANOTHER | NDS | 4 | 2 |
| 5 | NINTENDOGS | NDS | • | 1 |

KEY:
NINTENDO GAMECUBE
GAME BOY ADVANCE
NINTENDO DS

## Game Boy

Chain of Memories continues to sell like hotcakes, hopefully sending a clear message to the folks at Square Enix that Nintendo fans love the Kingdom Hearts. Now do us a favor and let Namco know how much you like Klonoa.

### TOP-SELLING GAMES* GAME BOY

| | | PRIOR POSITION | MONTHS ON CHART |
|---|---|---|---|
| 1 | THE LEGEND OF ZELDA: THE MINISH CAP | • | 1 |
| 2 | KINGDOM HEARTS: CHAIN OF MEMORIES | 1 | 2 |
| 3 | THE INCREDIBLES | 2 | 3 |
| 4 | FINAL FANTASY I & II: DAWN OF SOULS | 6 | 2 |
| 5 | THE SPONGEBOB SQUAREPANTS MOVIE | 3 | 3 |
| 6 | POKéMON FIRERED | 5 | 5 |
| 7 | POKéMON LEAFGREEN | 7 | 5 |
| 8 | DONKEY KONG COUNTRY 2 | 4 | 2 |
| 9 | SUPER MARIO ADVANCE 4: SUPER MARIO BROS. 3 | 8 | 15 |
| 10 | NAMCO MUSEUM | 10 | 14 |

*Sales data courtesy of the NPDFunworld TRSTS Video Game Source.

### PLAYER'S CHOICE* GAME BOY

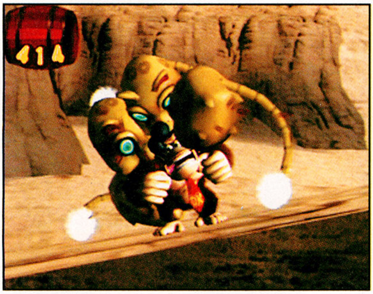
| | | PRIOR POSITION | MONTHS ON CHART |
|---|---|---|---|
| 1 | FIRE EMBLEM: THE SACRED STONES | 8 | 2 |
| 2 | WARIOWARE: TWISTED! | 3 | 3 |
| 3 | KLONOA 2: DREAM CHAMP TOURNAMENT | 1 | 5 |
| 4 | THE LEGEND OF ZELDA: THE MINISH CAP | 2 | 5 |
| 5 | POKéMON EMERALD | • | 1 |
| 6 | ASTRO BOY: OMEGA FACTOR | 5 | 7 |
| 7 | KINGDOM HEARTS: CHAIN OF MEMORIES | 9 | 6 |
| 8 | RAYMAN: HOODLUM'S REVENGE | • | 1 |
| 9 | METAL SLUG ADVANCE | 4 | 4 |
| 10 | MEGA MAN ZERO 3 | • | 5 |

*Player's Choice and Most Wanted information courtesy of the NP Krew.

OK TO PLAY?
CHECK THE RATINGS ON EVERY VIDEO GAME BOX
EARLY CHILDHOOD eC
EVERYONE E
TEEN T
MATURE 17+ M
ADULTS ONLY 18+ AO
CONTENT RATED BY ESRB
ON FRONT
VIDEO GAME
E
ON BACK
EVERYONE E
Comic Mischief
Mild Lyrics
ESRB CONTENT RATING www.esrb.org
ESRB
Entertainment Software Rating Board
WWW.ESRB.ORG

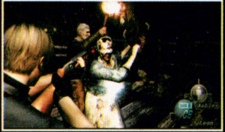
## SCREEN TEST

If you don't send us captions, Screen Test might just take his ball and go home. And that would be a tragedy in the history of mankind. Send the funny to poweron@nintendopower.com.



In Roy's absence, Siegfried calls in DK for backup.

## YOUR SCREEN TEST CAPTIONS



We said: Easy, granny. There's plenty of Leon to go around.

Is this because I held Ashley's hand? *—Clint M.*

Dude, I only wanted pie. *—Tyler D.*

Young! I said you look young! *—Jeff G.*

OK Leon, we need to work on our people skills. *—Ian W.*

Stay off my lawn you crazy kids! *—gwing528*

I should have taken that job at the waffle house. *—Lando*

Back away slowly . . . and maybe she won't . . . notice us leave. . . *—Ilse4me*

Grandma still uses that chainsaw, when shotguns are so in. *—SSalonga*

Dang it! I knew I shouldn't have let her drink that six pack by herself! *—Seth M.*

OK! OK! I'll go get the bunion cream! Just be careful with that thing. *—Ryan H.*

So that's where school lunch meat comes from . . . *—MooseChowder*

Hey, isn't that one of the new GCN chainsaw controllers? Nice. *—George B.*

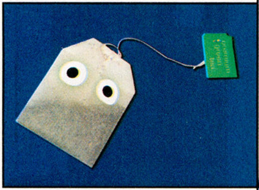
Old lady Torkelson insisted that kids enjoy at least two pieces of her ribbon candy when they visited. *—torgo*

Why aren't you wearing that sweater I made you?! *—Tyler T.*

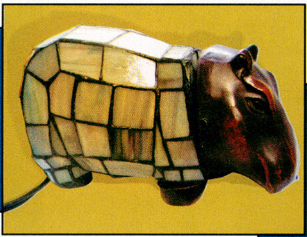
Luis was wrong. Leon really isn't that great with the ladies. *—Peter L.*

## GOODBYE, CHUMP!

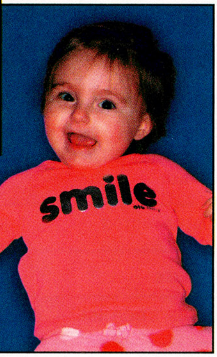
After five years, hundreds of articles and more "your mama!" jokes than we care to remember, Senior Writer Alan Averill is leaving Nintendo Power to join NOA's localization department. With the blue slime leaving, we need a new mascot! Below, we've pitched our five choices for the new face of NP, but maybe you can do better. Send your ideas and pictures to poweron@nintendopower.com.



**Leafy the Tea Bag**
**Pros:** Small, quiet, vaguely funny
**Con:** Who likes tea?



**Small Hippo Lamp**
**Pro:** Cute, in a fat animal kind of way
**Con:** Quite fragile



**Smile Baby**
**Pro:** Awww . . . a baby!
**Con:** Will eventually grow up and start to demand cell phones and cars

**Mr. Bomb**
**Pro:** Bombs are hilarious
**Con:** Can't make it angry

**Creepy Statue**
**Pro:** Creepy
**Con:** Perhaps *too* creepy

TOUCHING IS GOOD.

NINTENDO DS™
MIC.
VOL

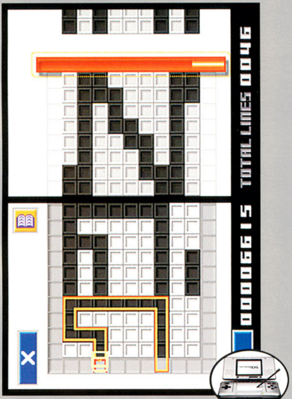
PRODUCTS RANGE FROM RATING PENDING TO TEEN

RP-T

CONTENT RATED BY ESRB

© 2005 Nintendo.

POLARIUM


TOTAL LINES 0046
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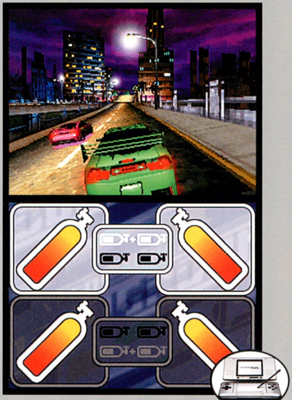
✕

WARIOWARE: TOUCHED!

SUPER MARIO 64 DS

FEEL THE MAGIC: XY/XX

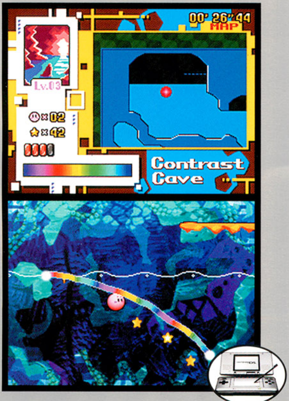
NEED FOR SPEED: UNDERGROUND 2



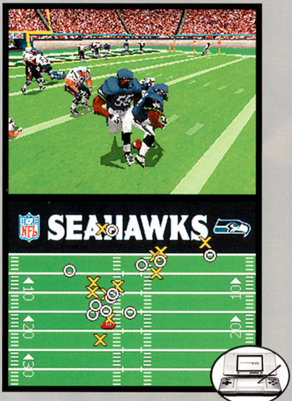
METROID PRIME: HUNTERS

011
TOTAL KILLS
84 ENERGY
00009
2x2
SCORE
15
SCORE
00013

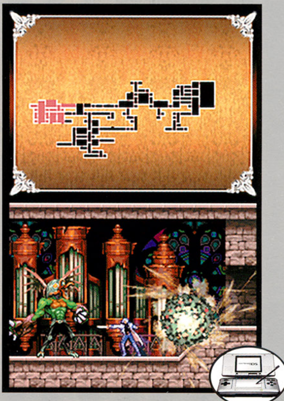
TOUCH KIRBY
(WORKING TITLE)


00' 26" 44
MAP
Lv.03
×02
×42
Contrast Cave

MADDEN NFL 2005


NFL
SEAHAWKS
10
20
30

CASTLEVANIA DS



## SUPER MARIO 64 DS

A Nintendo classic reinvented, Super Mario 64 DS invites you to explore new 3-D worlds with four heroes.

- Collect 150 Stars as you hop and battle to the end.
- Check the map and control characters on the lower screen.
- Up to four people can play wirelessly with one Card.
- Unlock 36 touch-controlled minigames, such as Luigi's Card and Casino challenges.

NINTENDO DS

## WARIOWARE: TOUCHED!

When Wario takes over your Nintendo DS, microgames come at a breakneck pace and hilarity ensues.

- Play through 180 microgames using touch and voice control.
- Witness cartoonlike cut-scenes, some complete with original theme songs.
- Unlock dozens of mini-games, gadgets and other kooky souvenirs.

NINTENDO DS

## POLARIUM

Seeing things in black and white is fun! Flip tiles via touch control to form chains.

- Challenge a friend to wireless play in both single- and multi-card modes.
- Break through lines of accumulating tiles or solve set tile-flipping puzzles.
- Create your own puzzles and pass them on to other players.

NINTENDO DS

## METROID PRIME: HUNTERS

Samus Aran explores strange worlds and develops new battle techniques in an original first-person adventure.

- Run and roll through 3-D landscapes, collecting powerful items as you go.
- Use your stylus to move Samus along a touch-controlled map.
- Shoot through a single-player adventure and multi-player wireless fragfests.

NINTENDO DS

## NEED FOR SPEED: UNDERGROUND 2

Tuner culture takes over the Nintendo DS! Roll through crowded city streets and soup up your ride.

- Customize your car from the wheels up and create your own decals.
- Watch your progress in a 3-D driver's-seat view and on a lower-screen map.
- Fly through all-new Own the Street mode or take on your pals in wireless play.

NINTENDO DS

## FEEL THE MAGIC: XY/XX

Discover how far a guy will go to get a girl's attention in Sega's take on touch-controlled romance.

- Touch, blow into and scream at your Nintendo DS while participating in performance-art stunts.
- Enjoy stylish '70s-inspired graphics and cool, kitschy lounge music.
- Unlock costumes and hair styles for the game's hostess by using your wits.

NINTENDO DS

## CASTLEVANIA DS

Guide Sora Cruz through the sequel to CastleVania: Aria of Sorrow and battle evil with unprecedented control.

- View the action on the bottom screen while you consult a map and your status on the top screen.
- Finish off boss battles with the innovative touch-controlled Magic Seal system.
- Acquire souls of defeated enemies and trade them via a wireless connection.

NINTENDO DS

## MADDEN NFL 2005

Work the Xs and Os, choose your game plan with a professional touch and surge toward gridiron glory.

- Use touch control to pick plays, make kicks and call audibles.
- Get a full view of all 22 players and their actions on the lower screen.
- Take in every juke, jive, catch and interception with the game's beautiful 3-D graphics.

NINTENDO DS

## TOUCH KIRBY

(WORKING TITLE)

Your Pliable pal Kirby rolls and bounces along a rainbow-colored path that you create in his Nintendo DS debut.

- Use your stylus to draw platforms and barriers that block kirby's adversaries.
- Tap blocks to break them, and poke at enemies to make them dizzy and vulnerable to Kirby's Copy Ability.
- Explore seven beautiful worlds, each possessing a unique look and feel.

NINTENDO DS

KONAMI
TAKE THE ROAD TO
DOMINATION!
AT LAST...DUEL WITH THE
POWER OF DARKNESS
Kaiser Glider
Breaker the Magical Warrior
Judgment of Anubis
[TRAP CARD]
D.D. Warrior Lady
[WARRIOR / EFFECT]
ATK/1500 DEF/1600
SHONEN JUMP'S
YU-GI-OH!
TRADING CARD GAME
DARK REVELATION
Volume 1
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# DONKEY KONG JUNGLE BEAT!

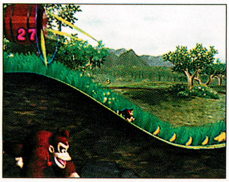
## INSTRUMENTAL TIPS

With Donkey Kong Jungle Beat now in the hands of adventurous gamers, Nintendo's bongo-driven platformer is set to prove how a simple idea—drumming and clapping—can make well-worn concepts shockingly new. But while DKJB is easily grasped and the first few of its 16 kingdoms seem like a breeze, the game has a deep combo-movement system that you'll comprehend fully only when you finish DKJB—unless you read our full combo exposé, that is. Take it all in, then drum up scores that register off the charts.

### Going Hands-On

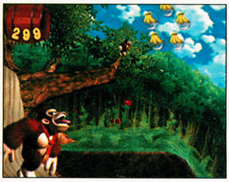
You'll have no problem crossing the first two kingdoms' paired stages—Dawn Savanna and Jungle Deeps, then Silver Snow Peak and Sky Garden—since the controls are so intuitive. Replay the stages for higher scores, however, once you've got the combos down.

### Playa's Got Moves



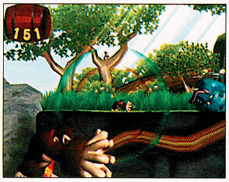
Using the DK Bongos, slap the left or right drum to lope in the corresponding direction—faster to run.

### Slap Skins to Jump



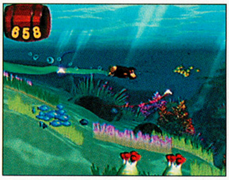
To leap upward, smack both drums at once, and do it while running if you want to arch through the air.

### Impact of Clapping



Clap to make DK do the same: he'll grab things within reach—like bananas or nearby foes—and send out a shock wave that travels far.

### Intuit New Moves



As you cross other kinds of terrain, you'll easily learn new drum moves, such as swimming through the watery depths of the sixth kingdom.

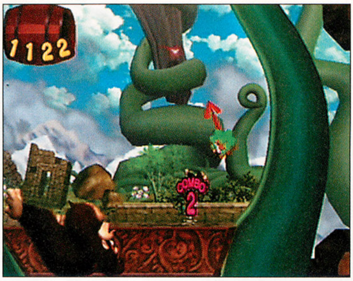
©2004-2005 Nintendo

EVERYONE 10+
E 10+
CONTENT RATED BY ESRB
Cartoon Violence

# 24 COMBO MOVES

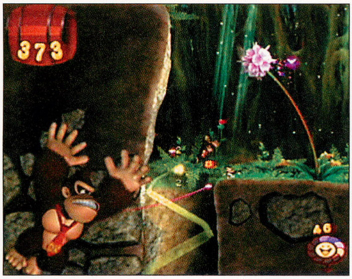
When you complete each kingdom's two stages and one boss battle, you'll receive a score that reflects how many Beat Points you've earned. If you walk across a banana, you'll nab a single Beat Point; if you Clap-Grab it, you'll get three. You can gain more points if you Clap-Grab many bananas at once—exponentially more. And if you perform combo moves before you snatch bananas, you'll have a multiplier applied to the Beat Point total. There's a risk, however: you'll pocket your acrobatic jackpot only when you touch ground, and you'll lose your accumulating Beat Point run if you get hurt along the way.

## Backflip



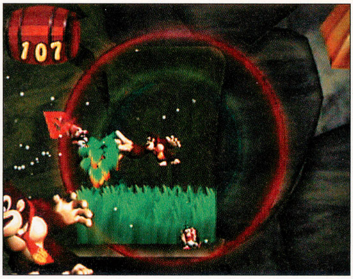
A backflip is a complicated maneuver (hit the drum opposite the direction DK's running, then bash both at once); practice it until it becomes a natural part of your routine. You can use it constantly throughout most stages.

## Wall Jump



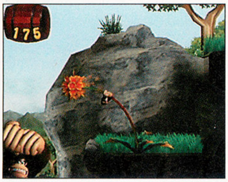
The Wall Jump has long been a platforming staple. In DKJB, you'll pound left and right to climb shafts and to perform a combo move. Connecting it to other such moves (see the sidebar) can lead to huge multipliers.

## Boost Monkeys



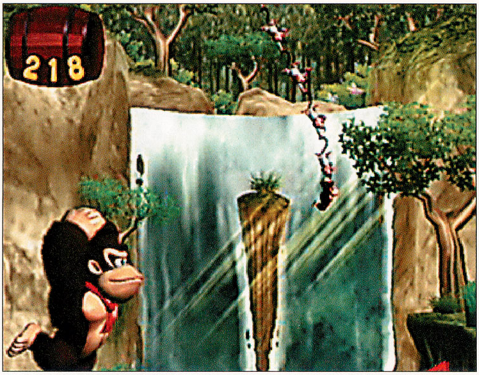
The Boost Monkeys in branches will fling you in the direction of the arrow when you clap. If you see a Boost Monkey near a wall, you can set up an easy three-move combo by backflipping into a Wall Jump first.

## Banandelions



Grasp a Banandelion by clapping, then shimmy up its stem by smacking the left and right drums. When you reach its flower, you'll be flung upward. Since you'll be flying at high velocity, keep an eye open for sudden combo-building or banana-grabbing opportunities.

## Monkey Ropes



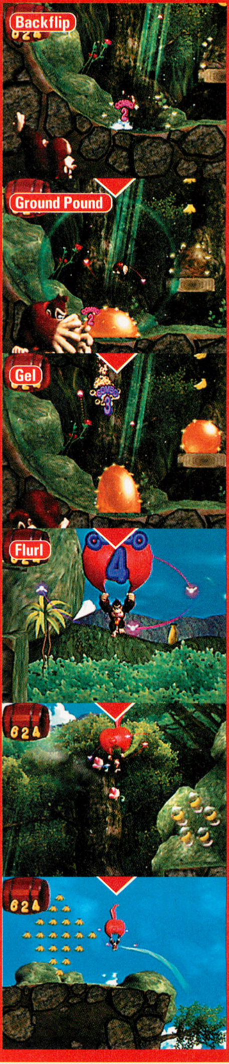
When a Monkey Rope swings toward you, clap to grab hold of its lowermost simian, then hang on until you want to jump off (by pounding both drums). Monkey Ropes are often the only means to string one combo chain with another—watch for them.

## Linking Combos

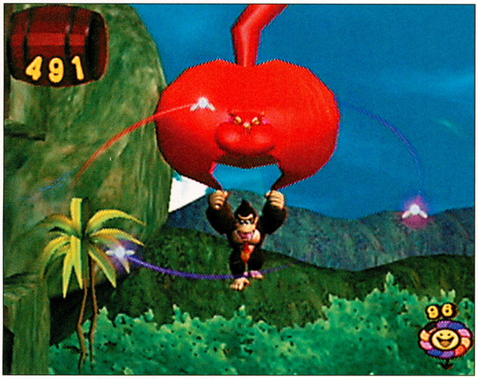
The more moves you can include before you touch ground, the larger your multiplier will get. You'll build your combo only the first time you do a move, so seek ways to string moves together. We've noted a few examples that lead up to a huge banana jackpot.

### BANANA KINGDOM

### Jungle Deeps

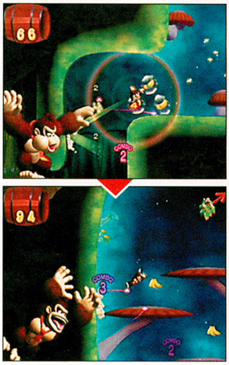


## Flurls



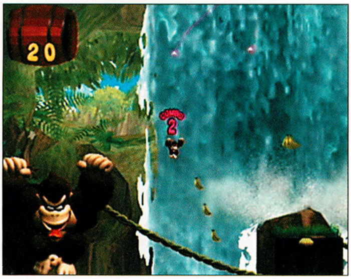
Red squirrely critters known as Flurls are often near chasms. Clap when near a Flurl to latch on to one and leap into the wild blue yonder—it will fill with air and be your makeshift parachute. As you glide, position yourself in prime places to Clap-Grab many bananas at once.

## Toadstools



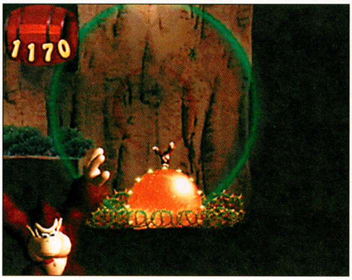
Clap near a toadstool to shock it into growing taller, thereby making platforms. You can only begin (not chain) a combo with a toadstool.

## Ground Pound



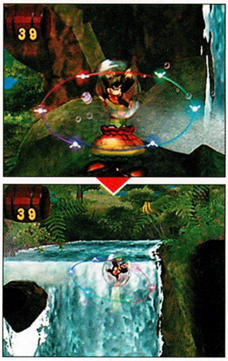
You can do a Ground Pound by slapping both skins at once. It will finish off a combo chain in a hurry unless you hurtle onto another combo feature, like a Vine Bridge.

## Gels



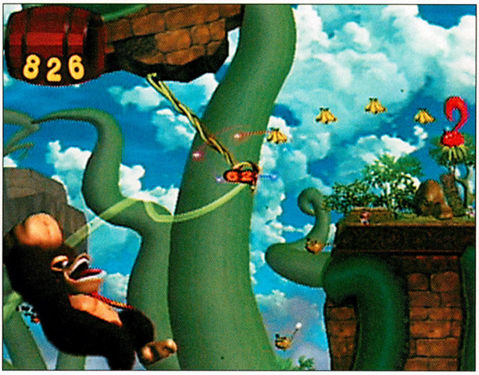
You can scare up a gel blob by clapping near the telling ring of golden lights that make up its shape. You'll stick to it until you pound a drum—then you'll rocket upward.

## Bubble Shrubs



Hop into the shrub to ride a bubble upward. Pound left or right to guide your climb. If you hit a foe, you'll fall; same thing if you use a Clap Grab.

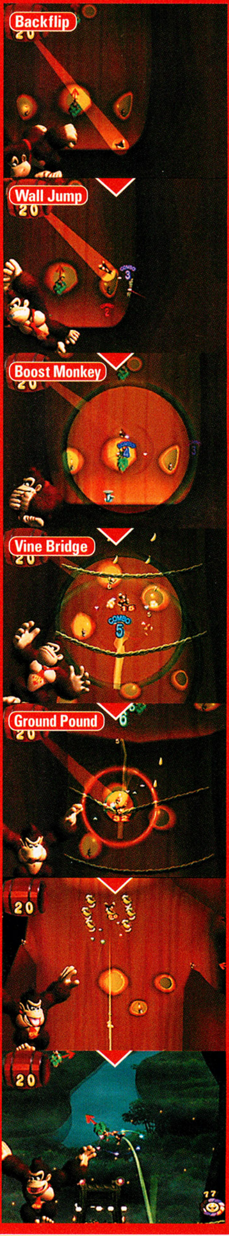
## Vines



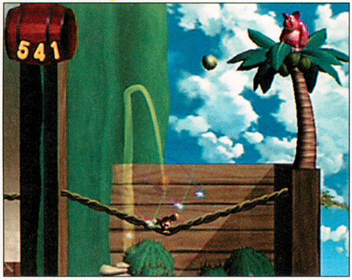
Vines are more prevalent than Monkey Ropes and can provide a similar connection between combo-stringing opportunities. Take your time working a vine—pounding left and right to gain momentum—before you leap off of it.

### WATERMELON KINGDOM

## Monkey Fest

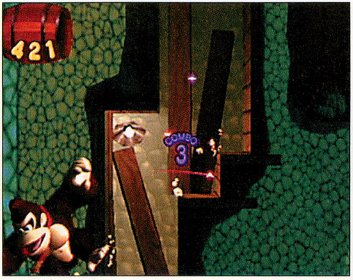


## Vine Bridges



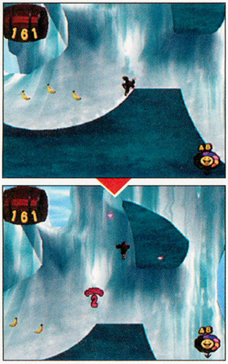
Leaping off of the springy vine bridges scores a combo. You can often start a great combo string by doing Wall Jumps and backflips before hitting the bridge.

## Corner Skimming



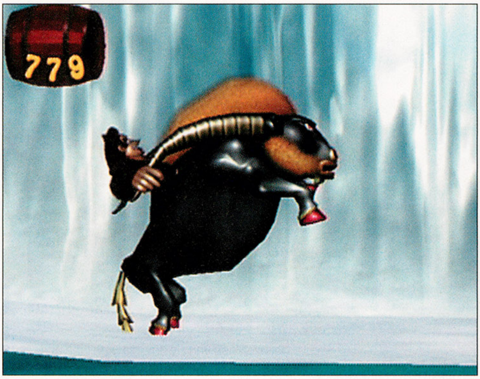
If you jump at a corner, you'll skim it and pull off a combo. Keep an eye open for nearby landscape features, like walls or certain plants, to build upon your combo.

## Triple Axel


161
48
161
2
48

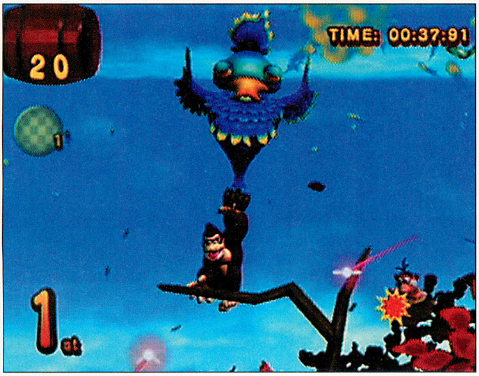
Drum up a backflip while sliding on ice to do a triple axel—the spinning move can carry you to greater heights as well as add to a combo.

## Hoofer



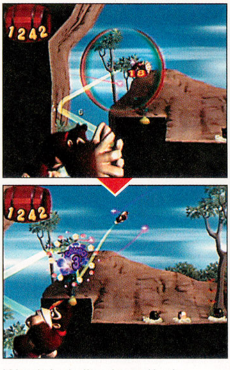
You'll score a combo for mounting the Hoofer after you've been platforming (as opposed to starting a stage already astride the beast). The colorful lights that whirl around DK (indicating his combo total) disappear during the ride.

## Helibirds


20
TIME: 00:37:91
1st

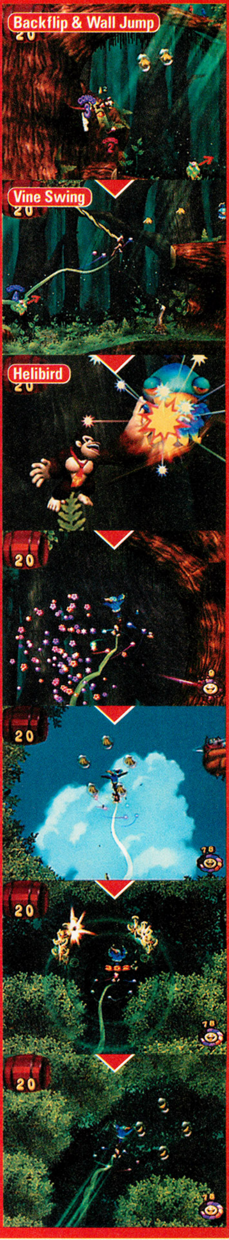
After you Clap-Grab a Helibird, you can control its wing flapping with the drums. You can release the bird only if it collides with a surface; however, as long as you don't brush up against a foe, you won't lose your combo run.

## Bouquets

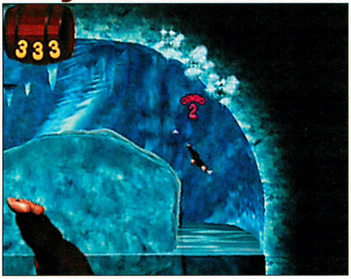

1242
18
1242
3

Watch for bulbs planted in the ground. When you clap near one, it will produce a floral bouquet that you can use as a springboard.

## STRAWBERRY KINGDOM
## Helibird Nest

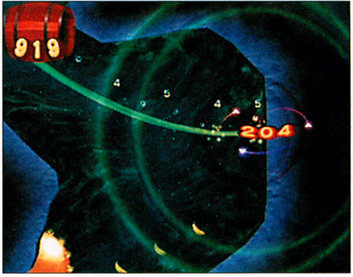

Backflip & Wall Jump
20
Vine Swing
20
Helibird
20
20
20
78
20
78
20
78

## Diving



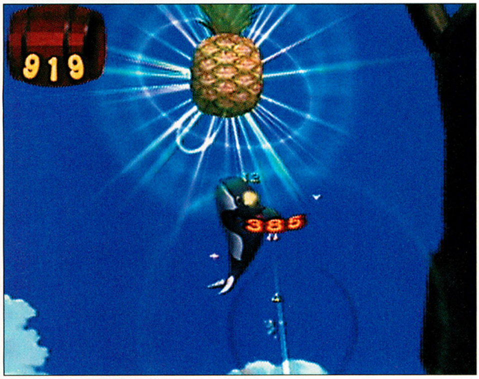
When in or around water, two moves count as combos. One is a Ground Pound, which results in a dive . . .

## Underwater Wall Jump



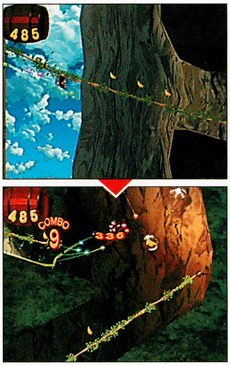
. . . and the second is the underwater Wall Jump, though you can use it only on some sheer surfaces.

## Orcos



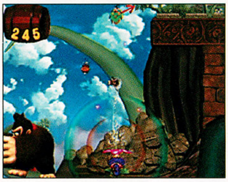
Hitching a ride on an Orco also results in a combo. Dismount in an advantageous area—by bashing both bongos at once—to continue your combo.

## Vine Lines


485
485
COMBO
9
336

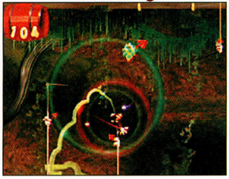
When you zip down a Vine Line and exit it in any way, even by flying off of its end, you'll score a combo.

## Blast Blossom



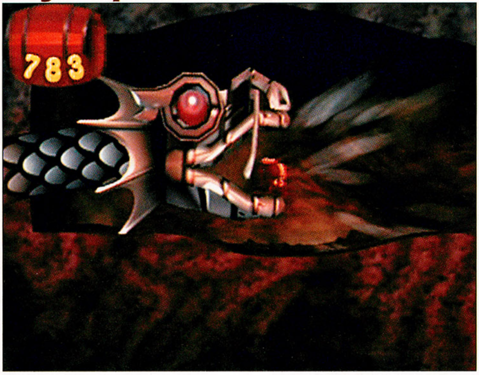
Hop into a Blast Blossom to become a simian cannon and to execute a combo move.

## Misc. Monkeys



Any chimp that flings you will result in a combo—but only one type of monkey counts per combo string.

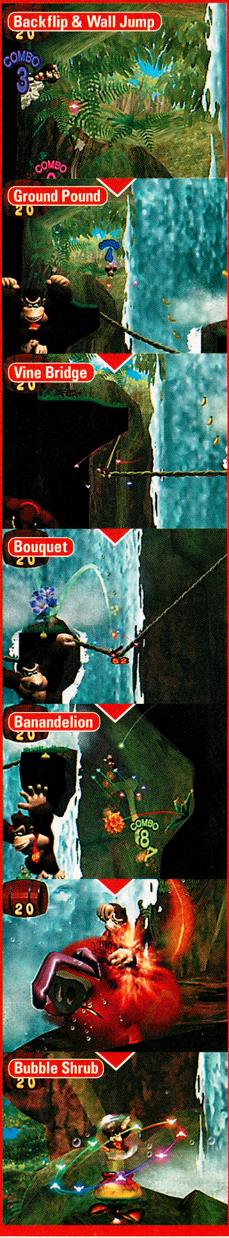
## Dragon Pipes



Clap near a Dragon Pipe head to get sucked into its serpentine innards. When you exit its other end (out of its other head), you can clap to get sucked back in before you even touch ground—sometimes useful for stringing combos.

### PINEAPPLE KINGDOM

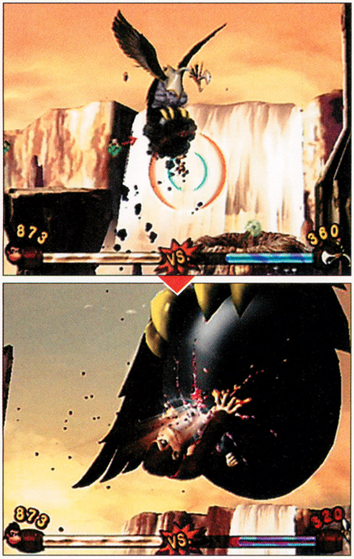
## Rumble Falls


Backflip & Wall Jump
COMBO
3
Ground Pound
Vine Bridge
Bouquet
Banandelion
COMBO
8
20
Bubble Shrub

## BASHING BOSSES

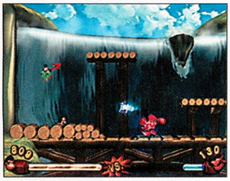
Before you can exit a kingdom with your bunch of Beat Points, you'll need to fight the area's boss. You won't score points during the fight, but you can lose many each time you suffer damage. You'll meet four general kinds of bosses: Kongs, Rocs, Tusks and Hogs. And though each specific one—like Dread Kong, Scruff Roc, Turret Tusk and Rogue-Hog—have particular strengths and weaknesses, each boss type shares a vulnerability.

### Crack the Rocs Wide Open



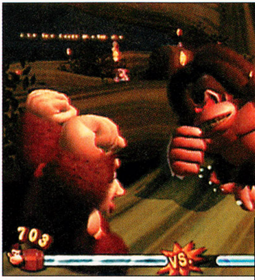
No matter which of DKJB's four Rocs you fight, its Achilles' heel is the same: Use Boost Monkeys to fly toward the bird's clutched egg, then clap as you approach to latch on to it. When you see the close-up, batter the drums to tear into the egg and damage the Roc.

### Play Hog Volleybrawl

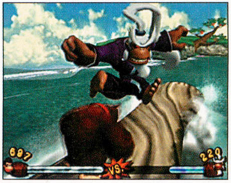


The mohawked Hogs will occasionally hurl a melon at you. If one hits you, you'll take damage; but if you clap just as it approaches, the camera will zoom in and you'll have a chance to bash the melon back by using the right or left drum.

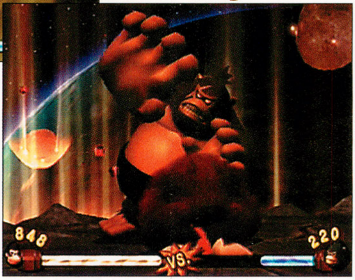
### Dread Kong



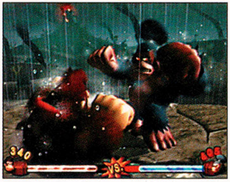
### Karate Kong



### Sumo Kong

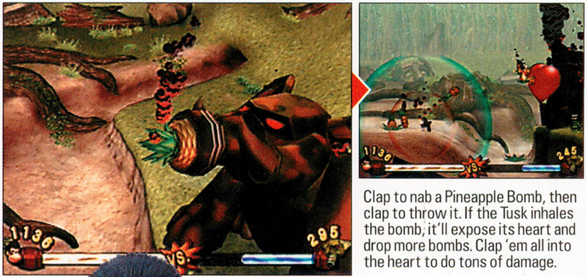


### Ninja Kong



While the drum control for the Rocs, Tusks and Hogs sticks with the platforming scheme used in the main adventure, the Kongs are a different story. When you face one of the apes, you'll throw left and right punches by smashing the corresponding bongo, and you'll clap to avoid a blow. Each Kong has a unique fighting style; study each to learn his battle timing and weaknesses.

### Chuck Pineapple Bombs at the Tusks



Clap to nab a Pineapple Bomb, then clap to throw it. If the Tusk inhales the bomb, it'll expose its heart and drop more bombs. Clap 'em all into the heart to do tons of damage.

## KEY TO THE KINGDOMS

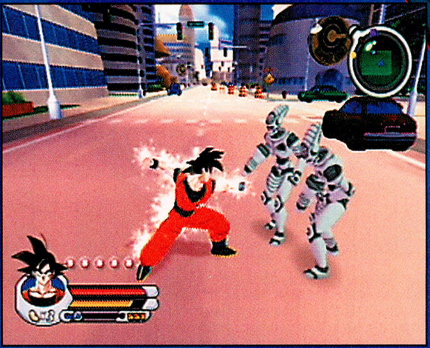
Mastering the combo system is the key to leaving a kingdom with 1,000 Beat Points rather than 100. Performing smooth combos makes the game insanely more fun (and you'll impress the hell out of your friends), plus it's practical: the more points you get, the faster you'll unlock kingdoms. The final four contain all-time highs in platform design. The Cloudy Heights stage—with a layout that makes a staggering chain of 18 possible combos—is well worth all of the frenzied bongo playing. 🍄

# DRAGON BALL Z®
# SAGAS

## A SUPER SAIYAN POWER BLAST! ATARI'S SAGAS REVISITS DRAGON BALL Z'S BIGGEST MOMENTS.

**DBZ** superfans, your wildest Dragon Ball wishes have come true in Atari's first ever DBZ story-based action-platformer for the GCN! Remember when Vegeta obliterated Nappa after his Saiyan partner was unable to defeat the resurrected Goku? Or when the Z Warriors and Vegeta teamed up to face Frieza's Ginyu Force on Namek? How about when Captain Ginyu occupied Goku's body to gain Gohan's confidence, then attempted to possess Vegeta but turned into a frog instead? In Sagas, one or two players jump into the shoes of six of DBZ's biggest heroes and participate in those milestone moments, and many more. It all starts from the beginning, when a fall turns Goku into Earth's savior, and ends with his fateful battle against Cell.

The anime series, which has sold nearly 18 million DVDs and—at the height of its popularity—received better ratings among 9-14 year olds than *Survivor*, has spun off toys, action figures, backpacks, kimonos, bamboo blinds, numerous fighting games and three GBA adventures. What's the key to its popularity? Says Chris Lundeen from TV series producer FUNimation, "Unlike most anime, whose characters tend to be smaller, younger and powerful because of some magic or technology, DBZ characters are huge, ripped and powerful because they train so hard. [They] are larger than life." Sagas is bursting at the seams with the drama that unfolds when those characters clash, evident in both in-game action and cut-scenes crafted from TV show footage (shown below).



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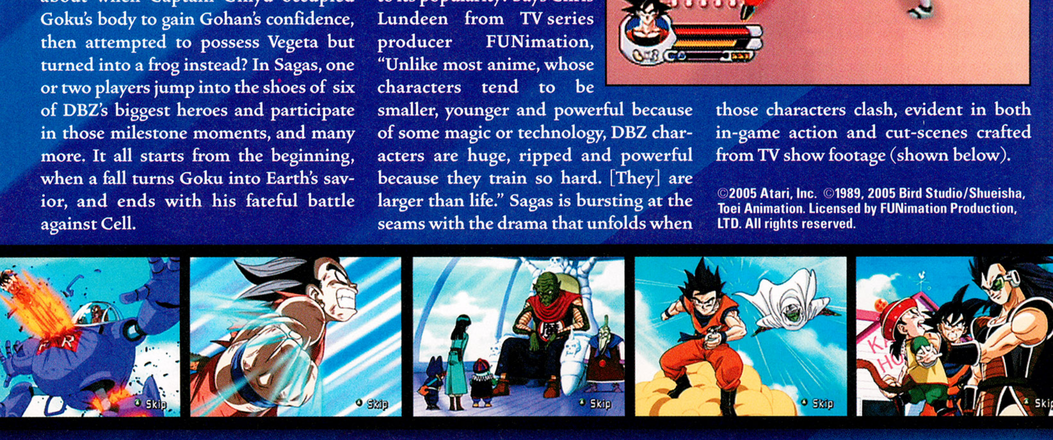
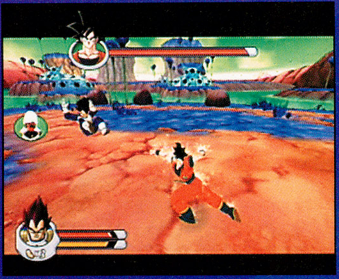


## ENTER THE WORLDS OF DRAGON BALL Z

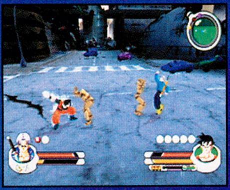
Seven sagas—Saiyan, Ginyu, Frieza, Yardrat, Trunks, Android and Cell—play out over 19 episodes, each finishing with a knockdown, drag-out battle against one or more of the series's villains. Flying straight through the TV show's simple, unambiguous, good-versus-evil storyline, you are an active participant in DBZ lore. Comments Lundeen, "Without complexity, the fans are left with raw fighting, which is exactly what they want."

As you go mano a mano against Frieza on Namek, Soba on Yardrat, and Androids 17 and 18 in a futuristic city, the fully destructible environments are your playground. Once the smoke from the Ki blasts clears, nothing is left but the rubble.

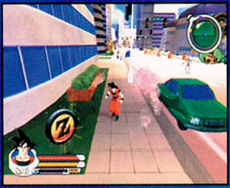


## PUMP UP AND POWER ON

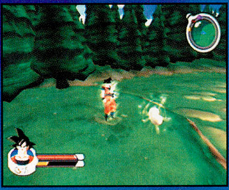
The environments are littered with enemies and collectible items. In addition to the Dragon Balls and time machine turbines you'll collect to satisfy mission goals, you'll find life-replenishing Senzu Beans (a DBZ standby), and Z Coins that you can use to buy team upgrades. The first upgrade you'll acquire is a Ki attack that blows away big obstacles and knocks down trivial enemies. After that, you'll be free to buy anything that you have the coins for: additional Ki abilities, melee attacks and combo attacks. The Ki powers include higher flight speed, quicker recovery from knockdowns, a faster Ki charge and the ability to teleport. Melee attacks range from basic—an uppercut and a roundhouse kick—to advanced moves that let you break enemy combos and throw opponents. Combo attacks build on the Chikara-Dageki, each stronger than the next. Once you purchase an upgrade, any of your characters can use it.



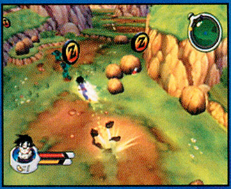
Your hero for each mission is one that was part of the mission as seen in the TV series. In co-op play two players sometimes tag-team using the same fighter.



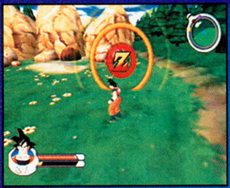
Z Coins are currency. The more of them you collect, the more upgrades you'll be able to purchase.



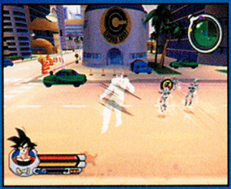
Among the items that you'll find are Senzu Beans. If your character expires, a bean will revive him. You can carry as many as three of them at a time.



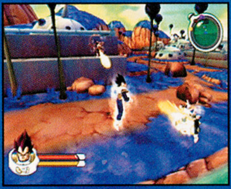
As you explore the environments, you'll clear away obstacles and climb platforms, then jump and hover to reach special items.



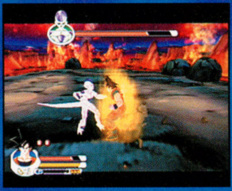
A pulsating Z icon marks each upgrade area. Run into the icon to enter the upgrade interface and purchase new abilities.



The Ki-powered Teleport ability lets you fly directly to your target in an instant, giving you the element of surprise.



Ki Sense and Lucky powers put your enemies and items on the radar, respectively. Use them to make sure you don't miss a thing.



If you run out of Ki power, you can recharge, but doing so puts your character in a vulnerable position.

# SHOUTING ABOUT DRAGON BALL Z: THE VOICE OF VEGETA SPEAKS

**Although Dragon Ball Z is a Japanese import, much of the show's humor and drama comes from the stateside-voiced soundtrack. The same actors who added that element to the series also provided voices for the game. We sat down with voice actor (Vegeta and Piccolo) and voice director Chris Sabat to hear his take on *DBZ's* runaway popularity and on being a bad guy.**

**NP: When animation is produced in its original language, voice work is one of the first steps of production. For translated animation, it's one of the final steps. What are the advantages and disadvantages to providing voices and directing voice talent for animation that is already produced?**
CS: Handling the voices for animation before it is drawn, called "pre-lay," or afterwards called, "dubbing," have very distinct advantages and disadvantages. In a pre-lay situation, the director and actor have the luxury of delivering the lines exactly the way they imagine the scene to be in their heads. The problem with that, however, is that in some cases the director and the artists don't have the same idea, and scenes end up looking differently than the director predicted. That's when you end up with a cut-scene that sounds like characters are yelling at each other when they're standing next to one another, or a voice that you cast too old or too young. In the case of dubbing, which in many ways I prefer, you know what the scene looks like and the subtle ways the characters are responding to one another. The disadvantage to dubbing, however, is that you are limited by the mouth movements, not always able to say what you want to say using the pacing you want to use. The best option, of course, is to do both, but that rarely happens.

**NP: Is the voice acting for the English version of the *Dragon Ball* shows different from the Japanese version's? If so, in what way?**
CS: The main, and obvious, difference between the Japanese and English acting in the *Dragon Ball* series is that the actors are different. In recording the *DBZ* TV series, we often referenced the Japanese version to give us ideas for casting, but we always encouraged the American actors to add their own personality to the role. One difference I noticed is that the original version was darker and sometimes overly serious. I think the US version is a little more light-hearted and rounded. Secret: In my opinion, the character of Majin Buu was better in the English version.

**NP: What are the qualities of the *Dragon Ball* series that have led to its enormous popularity in North America? How do you enhance those qualities with your voice acting, directing and casting?**
CS: Since I started working on the show, I've always thought that *DBZ* has some sort of magic attached to it, some strange, animated mind-controlling magic that makes it so globally popular. Many people believe that the epic storyline is what draws you into the series, and I have to agree. It's a kung-fu soap opera—watch a few episodes back-to-back and you'll be hooked. The only way I might have assisted in keeping the integrity of the *DBZ* storyline alive is to try to cast the best possible actors for the roles, actors who love their part and look forward to recording each day.

**NP: What's more fun, voicing a hero or a villain?**
CS: In my opinion, voicing a villain is *far* more fun. (I wonder what that says about me?) Seriously though, when you voice a villain you usually have the most freedom to do what you want to do with the voice and often you get to deliver the best lines. For me, particularly in the case of Vegeta, it was stress relief, too. Try isolating yourself in a padded room, screaming for a few hours and then looking at the world around you afterwards. You'll find it's a lot quieter than you remember. So the moral is: Evil voices = therapy. What's wrong with me?

**NP: Do you approach voice acting and directing for a Dragon Ball video game differently from how you do for the TV show?**
CS: The biggest difference in recording a video game versus a series is the timeline. A video game usually has an unusually fast-paced recording schedule, where the entire game needs to be recorded in a couple weeks. Actors whip in and out, usually with no picture or clear idea of how the game really works and have to knock out more lines and grunts in three hours than they would voice in a week of recording the TV show. When recording DBZ Sagas for Atari, I had our talent coordinator remind the actors to heavily warm up. The recording for the TV series has been completed for a while, and many of us (including myself) hadn't done the voices in about six months and had forgotten how difficult it was to yell for such long periods of time. A few left the studio in pain. However, the concepts of acting in the DBZ games are pretty much the same: All fun and games.

**NP: What makes Dragon Ball Z a great subject for an action-adventure video game?**
CS: The world of DBZ is a world in and of itself. In fact, more than one world—there are many worlds inside of Dragon Ball Z. Such rich characters, storylines and over-the-top action are what greatest games are made of. DBZ has it all! 🍄

Skip
Skip
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Play Original Classics & Ten Fresh Remixes
3080 21 40265
Asteroids™
Missile Command®
Centipede™
Sprint™
Pong®
Warlords®
Breakout®
Lunar Lander™
Gravitar®
Tempest™
3 Graffiti Legends tag
10 Atari Classics
REAS
OBEY
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E
CONTENT RATED BY ESRB
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# CLASSIFIED INFORMATION

**CODES THAT WORK. STRATEGIES THAT HELP. INFORMATION THAT YOU CAN USE.**

SUPER MARIO 64 DS—PAGE 40

Classified Info is all about giving the readers what they want. This month, we've decided to get down and dirty with two of the hottest games around. In Resident Evil 4, you haven't lived (or died) 'til you've been chased down by a baghead with a double chainsaw in Mercenary mode. And the game's Assignment Ada mission will fan-kick you into next week if you don't have the skills. Super Mario 64 DS is no slouch in the difficulty department, either—we've packed in all the warps we could find in the classic platformer. We've also tossed in a list of bunnies that would make Hugh Hefner proud.

**RESIDENT EVIL 4** GCN
**SUPER MARIO 64 DS** DS

## RESIDENT EVIL 4 GCN

### MERCENARY MODE

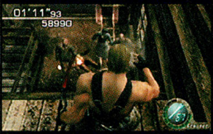
STRATEGY

**GUNS FOR HIRE.**

Mercenary mode lets you see how many baddies you can blast in a set amount of time. If you can get a five-star score (60,000 points or more) in each area with all five characters, you'll unlock the Hand Cannon in the main game.

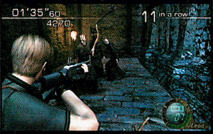
#### THE VILLAGE

Right off the bat, run around the outskirts of the village and pick up time extensions and ammo. When you're well-stocked on both (and have a herd of enemies following you), run for the barn near the village entrance and climb the ladder. Grab the hourglass kill bonus, then start mowing people down from your high perch. If you get a four-star rating, you'll unlock speedy Ada Wong.



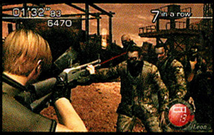
#### THE COURTYARD

There's no perfect place to stand in the courtyard, so you'll have to keep moving. When the stage begins, run up the stairs and hang a right. Stand against the wall and blast people until two scythe-wielding monks appear. Hit them both, then run straight and go up the stairs on your right. Lean against the wall and blast away again until the Garrador comes, then eliminate him, go downstairs and pass through the door across the way. Head for the round area populated with archers and take the time extension, then go upstairs and through the doors. A four-star rating will unlock Hunk.



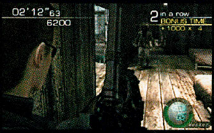
#### THE BEACH

The beach is another area where it's hard to find a single hiding place. One good spot is at the very top of the level. If you climb the set of stairs on the edge of the arena, you can find a zip line. Stand by it and shoot until you need more time or are about to be overrun, then slide down the line and continue. Other than in that area, you'll want to keep moving the entire time. Rack up a four- or five-hit combo, then run to a different area and continue the combo from there. You'll unlock Krauser, the master of malevolence, with a four-star rating.



#### THE DOCKS

Go to the second story of the docks and look for a small room with a bed and a dresser. If you put your back to the dresser, you can blast enemies as they stream at you to rack up huge combos. Your biggest foes are two dudes with dual-blade chainsaws. Lure them next to red barrels to cause major hurt, then unload with grenades or another powerful weapon. If you can get them next to a window, jump in and out of it to avoid the blades. Take one shot after each jump, then hop back as the chainsaw guy starts to climb over the windowsill. (Yeah, it's kinda cheap, but so are dual chainsaws.) Wekser and his snazzy jacket are unlocked with a four-star rating.



**BEAUTY AND THE BALLISTICS.**

In Assignment Ada, you must infiltrate a military base and get five Plaga samples. As a general rule, conserve your ammo as much as possible and save herbs until you can make a green/yellow or green/yellow/red combo—you'll need the extra health for the last fight.

### A GAP IN THEIR DEFENSES

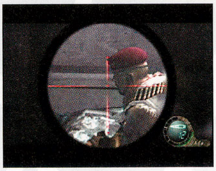
Infiltrating the base is a tall order. When you reach the first set of buildings, take out the guards then walk forward until a door opens and soldiers spill out. Quickly blast the mini-gun toting fellow with your sniper rifle, then retreat and jump across a water-filled gap near the first buildings. As guards leap the gap, one or two pistol shots will send them into the water.

### PROTECT YOUR BACKSIDE

Keep moving through the outer areas of the complex. Use the Sniper Rifle to take out anyone holding a crossbow or a stick of dynamite, and the pistol or TMP on everyone else. There are a couple of dead ends where you can put your back against the wall and force the enemies to attack single file— the best one is at the top of a long tunnel near a bridge. Don't forget to track down and open the treasure chest that holds a grenade—it's behind a wall near the entrance to the second area. You'll have to shoot a red barrel to enter the room.

### RUNNING AND GUNNING

Once you've entered the base, you can find two samples right away. The first is in the laboratory, and the second is in the freezer room. (When you exit the freezer, two huge soldiers will attack. Run to the end of the hallway and use the rifle on their exposed heads.) After you get both samples, go to the trash disposal facility and use the Sniper Rifle to take out the mini-gun soldier who's wearing a jaunty red beret.

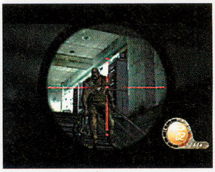


### THE SEALED DOOR

As you make your way through the facility, you'll enter a room where a soldier seals the door. Once you dispose of him, you must unlock the door—but doing so unleashes a flood of enemies. Use the TMP to shoot them in the legs, then toss a grenade onto the pile. If you're short of grenades, run to the door by the lockers and make a stand with the TMP. When you're done, you can grab a third sample from the prison cell that holds Ashley in the main adventure.

### MINI-GUN MADNESS

One of the mission's greatest challenges comes when you enter a room filled with electronics. Hit the soldiers who stand in your way, then walk to the bottom of the stairs and try to open the locked door. Doing so will send multiple shielded soldiers and a mini-gun user to the top of the stairs. Hit the shielded men with a sniper rifle (a one-hit kill in most situations), then snipe the leader in the head. If the soldiers make it downstairs, run behind the stairs and use grenades and the TMP to hold them off.



### LAB RATS

Sample four is inside a laboratory near the southern edge of the map. When you grab it, all exit doors will lock. Leap through the window and run to the control switch at the end of the hall, then press it to open the doors. When two large soldiers come your way, shoot the red cylinder to create a massive explosion.

### KRAUSER, GET THE GIRL!

The final sample is held by none other than Krauser. If you have any grenades left, toss them at the boss to make him drop his guard, then unload with a TMP. When your grenades are exhausted, use the TMP to shoot out his feet, then hit him in the chest when he drops his wing. Don't use the sniper rifle—you don't have time to aim properly.

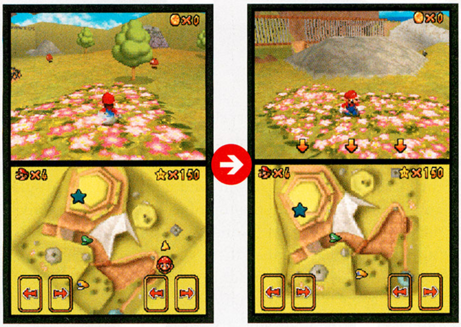
## ▼ WARP SPEED

**TAKE A QUICK TRIP THROUGH THE COURSES VIA TELEPORT SPOTS.**

Warp spots throughout Super Mario 64 DS will help you get around the courses quickly and easily. Some of the warps have usage restrictions; for example, you are not allowed to warp while holding the baby penguin in Cool, Cool Mountain.

### BOB-OMB BATTLEFIELD 1

Walk across the short bridge in front of where you begin the level, then stand in the flower patch to your right. You will warp across the level to another flower bed, near the mountain.

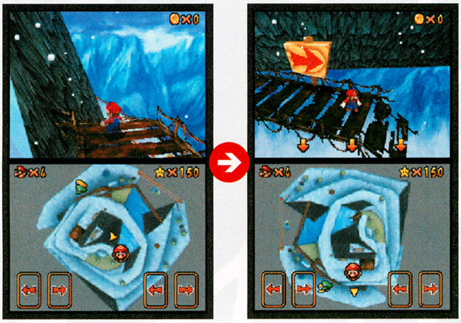


### BOB-OMB BATTLEFIELD 2

As you wind your way up the mountain path, you'll notice a small alcove on your left. Stand still inside the alcove to warp to another alcove high above. The shortcut is particularly useful when you're racing Koopa the Quick up to the peak.

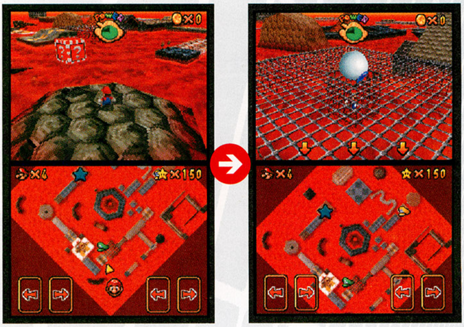
### COOL, COOL MOUNTAIN

Turn around at the beginning of the course and walk to the edge of the broken bridge to be transported to another broken bridge far below. Watch your step—if you go too far, you'll plummet right off the level.



### LETHAL LAVA LAND

Upon entering the level, turn around and jump to the island in the corner with the red switch block. Stand in the middle of the island to teleport to a metal platform nearby. Careful—you will reappear directly underneath a Mr. I.

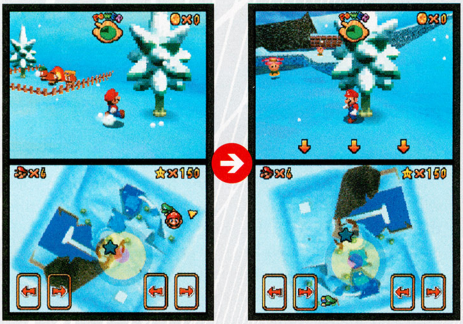


### SHIFTING SAND LAND

Stop for a rest under the shady tree in the desert oasis to be warped across the course. You will end up on the other side of the series of black walkways next to a red switch block. If you hit the switch block, its effects will not remain even if you warp back to the oasis.

### SNOWMAN'S LAND

To the right of where you enter the level, a group of Goombas stand huddled by a campfire. Wait next to the tree outside their fenced-off area to warp to another tree, nestled behind the giant snowman.

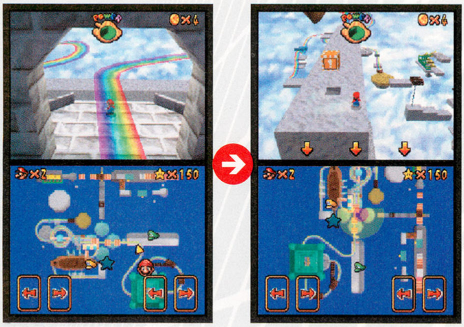


### TALL, TALL MOUNTAIN

Before heading for the warp, talk to the pink Bob-omb in the level or you won't be able to blast off. To get to the cannon quickly, jump across the mushroom platforms to the smallest one. You will warp up to a narrow path near the cannon.

## RAINBOW RIDE

To get on top of the red-coin maze, ride the floating carpet through the mansion. Just as the carpet exits the mansion, hop off and stand on the balcony under the rainbow path. Watch out—the wind gusts above the maze will sweep you off your feet and to your doom.

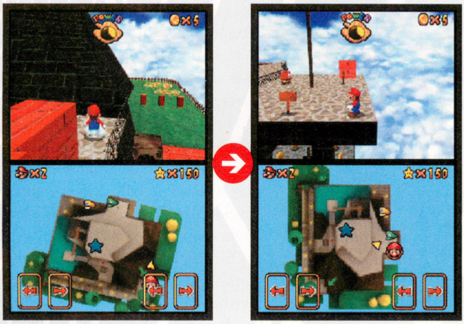


## WET-DRY WORLD

Jump into the lowest point of the Wet-Dry World painting to make the water level as low as possible. To the left of the stage entrance, find a multitiered pedestal and stand in its L-shaped nook. You will warp to the cannon high above.

## WHOMP'S FORTRESS

Climb up the fortress until you get to the first Thwomp. Stand in the corner behind the red brick blocks to teleport a little farther up the fortress to the base of the tall flagpole. The warp won't take you far, but it will help you avoid a few grouchy Piranha Plants on your way to the top of the fortress.



## ▼ SILLY RABBITS

**STRATEGY**

**CATCH ALL THE RABBITS TO OPEN UP REC-ROOM MINIGAMES.**

Adorable, thieving bunnies have stolen the keys to the minigames, and scattered themselves around the castle. The bunnies will appear only for certain characters—for example, if you want to unlock one of Mario's minigames, the red-capped plumber himself must catch the corrresponding bunny. Of course, to catch certain bunnies you must have opened the right character and you must have access to where the bunny resides.

SUPER MARIO SLOT
×20
×5
×15
×5
×10
×4
×10
×2
RULES
7
BET

| YOSHI'S GAMES | LOCATION |
|---|---|
| BOOM BOX | OUTSIDE THE CASTLE NEAR THE BRIDGE |
| HIDE AND BOO SEEK | OUTSIDE THE CASTLE NEAR THE BRIDGE |
| MIX-A-MUG | NEAR LETHAL LAVA LAND ENTRANCE |
| PUZZLE PANEL | OUTSIDE THE CASTLE NEAR THE BRIDGE |
| PUZZLE PANIC | BOTTOM OF THE DRAINED MOAT |
| TOY BOX SHUFFLE | FLOWER PATCH NEAR THE CASTLE BRIDGE |
| WHICH WIGGLER | OUTSIDE THE CASTLE IN THE HEDGE MAZE |

| MARIO'S GAMES | LOCATION |
|---|---|
| BOUNCE AND TROUNCE | NEAR LETHAL LAVA LAND ENTRANCE |
| CONNECT THE CHARACTERS | NEAR LETHAL LAVA LAND ENTRANCE |
| SHELL SMASH | BOTTOM OF THE DRAINED MOAT |
| SHUFFLE SHELL | NEAR SNOWMAN'S LAND ENTRANCE |
| SORT OR 'SPLODE | OUTSIDE THE CASTLE ABOVE THE WATERFALL |
| TRAMPOLINE TERROR | NEAR WET-DRY WORLD ENTRANCE |
| TRAMPOLINE TIME | NEAR JOLLY ROGER BAY ENTRANCE |

| LUIGI'S GAMES | LOCATION |
|---|---|
| LUCKY STARS | NEAR BOB-OMB BATTLEFIELD ENTRANCE |
| MARIO SLOT | SECRET ROOM WITH MARIO PAINTING |
| MEMORY MASTER | NEAR WET-DRY WORLD ENTRANCE |
| MUSHROOM ROULETTE | NEAR COLUMNS THAT DRAIN THE MOAT |
| PAIR-A-GONE | OUTSIDE THE CASTLE IN THE HEDGE MAZE |
| PICTURE POKER | COURTYARD ON THE CASTLE ROOF |
| SUPER MARIO SLOT | ON TOP OF THE CASTLE (MUST HAVE ALL 150 STARS) |

| WARIO'S GAMES | LOCATION |
|---|---|
| BINGO BALL | OUTSIDE THE CASTLE NEAR THE TREE GROVE |
| COINCENTRATION | NEAR WHOMP'S FORTRESS ENTRANCE |
| GIANT SNOWBALL SLALOM | NEAR RAINBOW RIDE ENTRANCE |
| INTENSE COINCENTRATION | NEAR TICK TOCK CLOCK ENTRANCE |
| LAKITU LAUNCH | NEAR TINY-HUGE ISLAND ENTRANCE |
| PSYCHE OUT | NEAR LETHAL LAVA LAND ENTRANCE |
| SLOTS SHOT | BOO COURTYARD BEHIND THE FOUNTAIN |

# Nintendo DS:

## The Future Comes into View

Ann
Hey, Nate.
Hi, Anna Banana
What' s u
Paste
Copy
SHIFT
NINTENDO DS

Much has been said about the DS's unique features and the potential they bring for offering new types of experiences. The system has challenged game developers to think creatively, and in 2005 more and more publishers will answer the call. On the following pages, we'll take a look at some of the most exciting DS titles on the horizon and the ways in which they promise to fulfill that potential.

## Nintendo goes online!

Just before we went to press, Nintendo President and CEO Satoru Iwata announced the first details regarding the company's plans to take the DS online. Nintendo will partner with GameSpy to create a wireless multiplayer network that it promises will be simple to set up and will provide a seamless experience for users. The service is designed for play around the world, and will be free of charge (though you will need access to a wireless hotspot). According to Iwata, developers currently working on short-range wireless games should be able to easily expand many of their projects to include wireless Internet play. GameSpy will deliver software development kits to qualified developers some time before $E^3$.

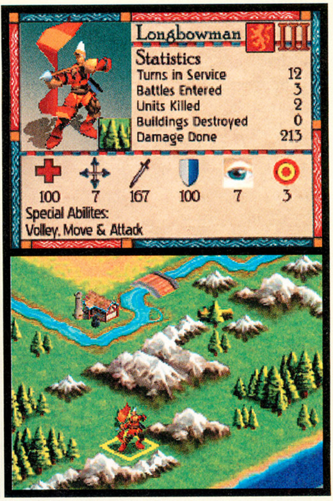
One of the first online-enabled games will be Animal Crossing. Gone are the days of carting your Memory Card to a friend's house—the DS will let you visit other villages across the globe wirelessly.

# Age of Empires II: The Age of Kings

**Majesco • Q4 2005**

Majesco is bringing the PC mega-hit Age of Empires II: The Age of Kings exclusively to the DS as a "fast-paced" turn-based strategy game. You'll choose from five civilizations, construct and upgrade over 15 types of buildings, and create, train and command more than 50 unit types. New technologies will become available as you advance through the ages. Over the course of the campaign, a combat advisor will provide counsel before you enter into battle.

**DS Innovations:** The top screen shows all of the necessary information and statistics, leaving the bottom screen with a clean view of the playfield. The developers also promise extensive touch-screen controls and Wi-Fi support for up to four players.



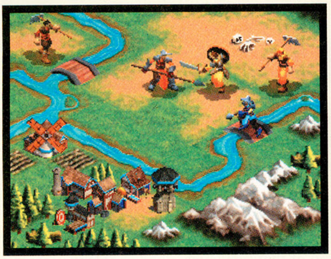
Longbowman III

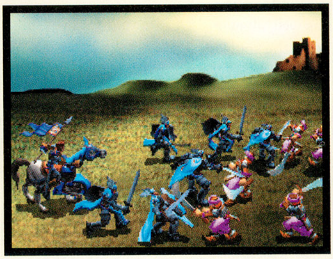
Statistics

| | |
|---|---|
| Turns in Service | 12 |
| Battles Entered | 3 |
| Units Killed | 2 |
| Buildings Destroyed | 0 |
| Damage Done | 213 |

100 7 167 100 7 3

Special Abilites:
Volley, Move & Attack



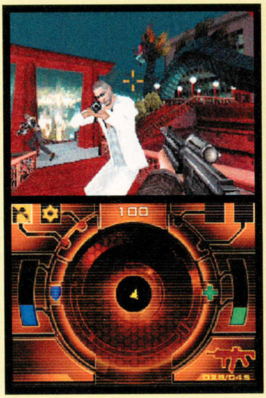


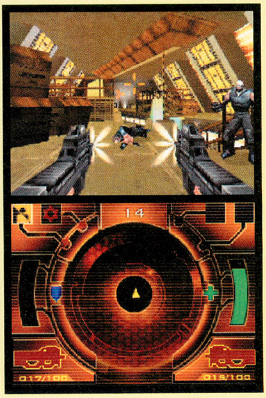
# GoldenEye: Rogue Agent

**Electronic Arts • June 2005**

The DS version of this first-person shooter set in the James Bond universe looks mighty impressive. As in the console game, you'll play a renegade 00 agent armed with a synthetic eye that gives you special powers. While in the employ of Auric Goldfinger, you'll face off against a number of other infamous Bond villains, including Dr. No, Oddjob and Xenia Onatopp.

**DS Innovations:** The bottom screen in Rogue Agent acts as a HUD from which you can check ammunition levels, hack electronic devices, decode security systems, etc. Far more exciting, though, is the fact that the game will feature a variety of wireless multiplayer modes that support up to seven players.





# A New Fantasy

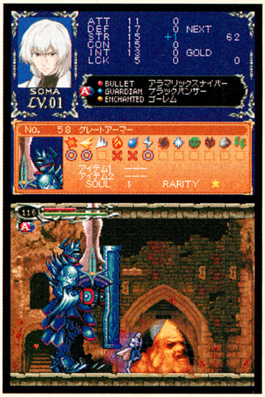
Hironobu Sakaguchi, the famed creative mastermind behind the Final Fantasy series, recently revealed that his new company, Mistwalker, is developing a strategy RPG for the DS in Japan. "I'm a big fan of strategy RPGs, but I've never developed one myself," Sakaguchi said in an interview with Nintendo's Japanese DS website. "I'm involved in both the design and scenario development for this title. Using the touch screen to move on a grid and issue commands, I feel that the DS is a very natural fit for a strategy RPG. I would like the game to use only the stylus, and for the player to be deeply immersed in the world through the touch panel." No word yet on a US release, but we'll keep you updated.

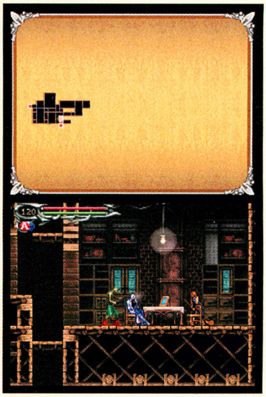
# Castlevania DS

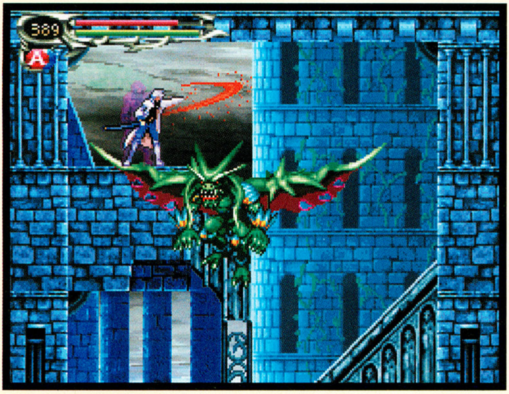
## Konami • Fall 2005

Set in the year 2036, Castlevania DS (working title) picks up one year after the events of Aria of Sorrow (GBA). A mysterious cult, unhappy that Soma Cruz failed to fulfill his destiny and become the reincarnation of Dracula, seeks to sacrifice our hero so it can bring about a new dark lord. Rather than wait for his enemies to come to him, Soma decides to go on the offensive, which leads him to an all-too-familiar castle.

Following in the footsteps of recent Castlevania games, the series's DS debut features some light RPG elements and a labrinthine map rife with secrets and special weapons. Aria of Sorrow's heralded Tactical Soul system returns as well, allowing you to learn new powers and abilities by capturing the souls of your vanquished foes.







**DS Innovations:** As you control the action on the bottom screen, the top screen will display enemy and player information, or a map that's updated in real time as you explore the castle. While that may not sound like the most glamorous use of the dual screens, Castlevania disciples can attest to how valuable a persistent view of the map will be when you're trying to find a secret room or remember the location of that previously unreachable platform.

If you've been following our coverage of the game, you already know about the touch screen's role in smashing crystal blocks that stand in your path, and drawing Magic Seals to banish bosses. Konami has also revealed that certain Tactical Souls will enable you to perform location-based attacks on enemies via the stylus. In some rooms, players will use the stylus to warp to different locations within the castle, as well.

As for wireless connectivity, you'll be able to trade Tactical Souls with other players, and the development team hopes to include some type of versus mode.

## Interview: Koji Igarashi, Producer

**Nintendo Power: How did you originally become involved with Castlevania?**
Koji Igarashi: I had worked on a video game called Tokimeki Memorial on the PC Engine (working as a programmer and scenario writer). Soon after development ended, I was asked to work on a new story for its sequel, but I had spent all my knowledge and revealed the entire storyline concept already . . . I wasn't able to come up with a new idea, so I said "I can't." So my boss asked me what I wanted to do for my next project. I said I wanted to work on Castlevania. That is how I started getting involved with the Castlevania franchise!

**Why did you decide to do a direct sequel to Aria of Sorrow? That's unusual for Castlevania.**
The Tactical Soul system from Aria of Sorrow proved to be a good game system. We received a lot of positive reactions from the press and consumers. I thought we should franchise Aria of Sorrow and enhance the game system part. Tactical Souls are activated by the power that rules over monsters. Soma from Aria of Sorrow is the only guy that has this ability. So I figured we can't change the main character, and eventually we decided to do a direct sequel to Aria of Sorrow.

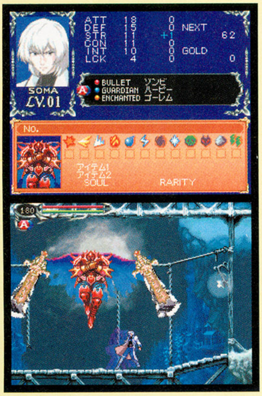
**How much of an improvement do you think the sound and graphics are over the GBA games?**
In terms of graphics, the DS allows better presentation such as multi-scrolls, so we can make it look gorgeous now. Also, the DS allows more sound capacity and we are now able to incorporate better sound quality.

**Do you prefer 2-D or 3-D?**
Personally, 2-D.

**Will this shed any light on the larger Castlevania mythos? More specifically, on the destruction of Dracula in 1999 (as alluded to in Aria of Sorrow)?**
We consider Aria of Sorrow and this DS version as a second-generation game type in the whole Castlevania franchise. The key is the new dark lord and Dracula's reincarnation. Of course, we want to shed a new light on the Castlevania mythos as a new-generation franchise, and make it a different "bloodline" for the series.

**The character art (as seen in the status screen) is different from recent Castlevanias. Why the change?**
When we worked on the Game Boy Advance, the hardware itself was portable and easy to carry, but one problem we noticed was the world of Castlevania being too dark and heavy for portable gamers. Castlevania is played by older gamers—we acknowledge that, but since the game is fun for almost all gamers, we wanted to get awareness from the younger audience. So this time, in order to make it a lighter image, we decided to take an animation style.

**Is there a greater emphasis on obstacles and platforming elements than in previous Castlevania games?**
Greater emphasis—hmm . . . I discussed with the development team over and over again about adding game volume and implementing new attacks with new movement. Originally, the Castlevania button configuration was designed with the directional key pad and buttons. We did not want to change this part, and at the same time, we did not want the touch screen elements to interfere with the original pure action game parts . . . we needed balancing here. So we decided to design touch screen parts requiring less complicated action, and at the same time, maintaining traditional Castlevania gameplay with the directional key pad and buttons.



**Thus far, we've seen the touch screen used to draw Magic Seals and smash blocks. Will it have any other uses in the game?**
Magic Seals and smashing blocks are two major examples, but there will be more. Some of the allies from Guardian Souls can be allocated by the stylus. There will be other uses similar to these examples.

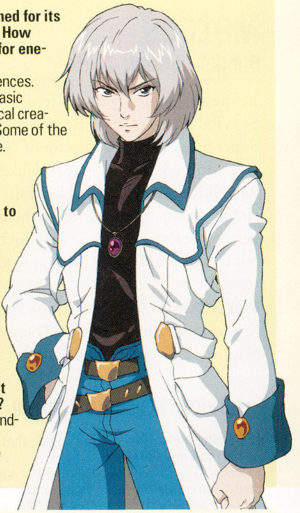
**What about the DS excites you as a game creator?**
I'm so excited. If I'm allowed out of the Castlevania franchise, that will give me more freedom (laughs). Again, the Castlevania game is using the directional key pad and buttons for action. We weren't able to use all of the DS's buttons . . . if I'm assigned to totally new games, then I'd *really* love to experiment with all of the buttons!

The big fun part of Castlevania for DS is the touch-screen feature, which none of the other Castlevania games have (of course). Just like a PC mouse pad, players can touch directly on the screen and do something! That's a big excitement for myself, being a game creator *and* player.

**The series has always been renowned for its wide variety of mythical creatures. How does the team come up with ideas for enemies?**
Basically, it is up to my team's preferences. Some secret! First, we think of the basic game design and come up with mythical creatures. Well, that's most of the time. Some of the weird creatures were designed by me. Remember the Sky Fish from Aria of Sorrow? That was my idea.

**Have there been any changes made to the way Tactical Souls work?**
Basically, they're the same, but more enhanced! With Aria of Sorrow, once you obtained a soul, that was it. But with Castlevania for DS, by obtaining some of the souls over and over again, it gives players power-ups. Souls ruled by power are used for a different purpose in the DS game.

**What do you think are the important elements of a good handheld game?**
The important elements of a good handheld game—you can start and end a game easily. And of course, the game must be fun!

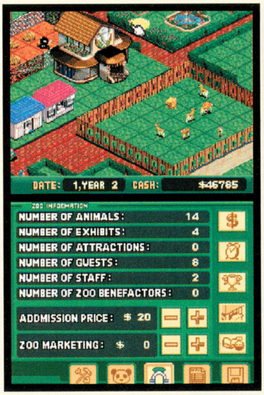


## Zoo Tycoon

### THQ • Fall 2005

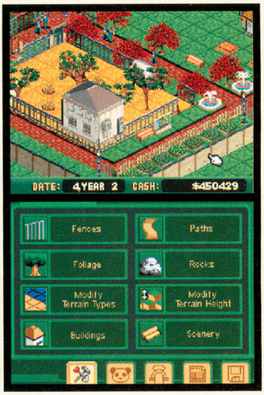
Based on Microsoft's best-selling PC franchise, Zoo Tycoon lets you manage every aspect of a world-class zoo. You'll purchase and care for a menagerie of animals, build attractions and exhibits, hire staff and set prices, all in an effort to keep your guests happy.

**DS Innovations:** The DS is perfect for simulation games like this—navigating the myriad menus with the touch screen is quick and intuitive. All of the options and information you need are right at your fingertips (literally), without ever obstructing your view of the zoo. As a result, the DS game should remain faithful to the PC experience.



DATE: 1,YEAR 2 CASH: $46785

ZOO INFORMATION
NUMBER OF ANIMALS: 14
NUMBER OF EXHIBITS: 4
NUMBER OF ATTRACTIONS: 0
NUMBER OF GUESTS: 8
NUMBER OF STAFF: 2
NUMBER OF ZOO BENEFACTORS: 0
ADDMISSION PRICE: $ 20
ZOO MARKETING: $ 0



DATE: 4,YEAR 2 CASH: $450429

## Interview: Jason Garwood, Project Manager

**Nintendo Power: Can you tell us a bit about how you approached bringing this popular PC franchise to the DS?**
Jason Garwood: The approach to date has been very much a collaborative one. A great deal of work has been done to adapt a management-style title like Zoo Tycoon to the DS and it is always going to be a challenge, so you definitely have to weigh all your options. It really helps to have such a great platform like the DS to work on. I honestly don't think we could've done the title on another platform—the game just wouldn't work without the touch screen on the DS, in my opinion.

**How much does the game have in common with the PC version (or its sequel)?**
We think that the game is similar to the first Zoo Tycoon in many respects and we have been using the original Zoo Tycoon as the main influence. Many of the original animals from the first title will appear in Zoo Tycoon DS, and the general approach to gameplay is very much in line with the original PC title. On the other side of the coin, the dual-screen technology of the DS combined with some of the other additions we are planning will make Zoo Tycoon DS a title that will bring a unique Zoo Tycoon experience to fans of the PC games.

**Why did you decide to bring specifically Zoo Tycoon to the handheld?**
As I mentioned earlier, I personally think that one of the main reasons that a game like Zoo Tycoon hasn't been made on a handheld system to date is that there hasn't been a system until the DS came to market that it would've been applicable to. There are a lot of mechanics involved with the gameplay in Zoo Tycoon that would have been very difficult to do on another handheld system.

**Will the game utilize any of the DS's features besides the touch screen?**
We are certainly looking into using as much of the DS's capability as possible, and this game will truly be unique within the DS family. But I'm not sure that I can get into specifics at this point. Sorry.

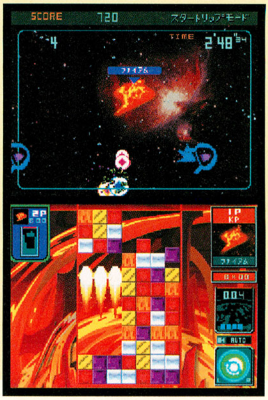
**What are your thoughts on the DS hardware?**
Maybe that should have been the first question judging by my earlier responses (laughing). If you can't tell by now, I'm really excited and just immensely pleased with the DS in general; I think that it is a great product. Nintendo continues to innovate in meaningful ways generation over generation with their hardware, and the DS is no exception. And the way games like Zoo Tycoon DS are now possible on a handheld is a true example of the DS's great technology.

# Meteos

## Bandai • Spring 2005

Before collaborating on Meteos at upstart studio Q Entertainment, Tetsuya Mizuguchi produced Sega Rally, Space Channel 5 and Rez while working at Sega, and Masahiro Sakurai created Kirby and Super Smash Bros. as director of HAL Laboratories. That impressive pedigree is evident in their latest creation. Though it may look like a run-of-the-mill puzzler at first glance, Meteos is anything but. As multicolored blocks fall from the sky, your goal is to line up three or more like pieces. Instead of simply disappearing, however, the blocks rocket into space, carrying with them anything that happens to be above. If there's too much weight for the blocks to reach escape velocity, you must quickly put together additional combos to give them a boost. It's insane, frantic and fun.

**DS Innovations:** As with Nintendo's Polarium, using the stylus to move the blocks on the playfield puts you in more-direct control. The game also features a wireless multiplayer mode for two to four players with a single game card (via download).



## Interview: Masahiro Sakurai, Director & Tetsuya Mizuguchi, Producer

**Nintendo Power: How did you decide that your first project together would be for the Nintendo DS?**
Masahiro Sakurai: When I became a free agent, Tetsuya Mizuguchi immediately contacted me, asking me to design a falling puzzle game for the next-gen portable game systems. To create it for the Nintendo DS was something that was decided afterwards.

Tetsuya Mizuguchi: When I asked Mr. Sakurai to design a multitask falling puzzle game, another idea came to mind and that was a multitask launching puzzle game. We created an experimental version at Q Entertainment and that turned out to be extremely fun. The idea to move the blocks using the touch panel on the Nintendo DS screen was something that was decided afterwards, but I think it is perfect for this game.

**How does the system appeal to you as game creators?**
MS: At first glance, this game looks like a puzzle game, and it would fit within this category as well. But in actuality, it is an intense action game. The only common theme among all other puzzle games would be that something happens when the colors are arranged. To view a clip, please go to http://planetmeteos.com/movie/play_050124.html.

It is a different type of game, and it is difficult to convey its charm. Novices can still play and enjoy the game without thinking about strategy, while experts can use the time accelerator to increase the speed of gameplay. We have tried to create a game that can be enjoyed by a wide audience.

**What do you think are the most important elements of a handheld game?**
MS: The ability to pick up and play. It is OK to become addicted to the game, but it is also important to be able to get back to daily activities at any time.

TM: Regarding handheld games, I see time and place being important factors. I believe the ability to play anywhere fits in with the current lifestyle people have. Also, it is appealing in that you will be able to exchange data wirelessly in addition to having your own individual environment while using headphones.

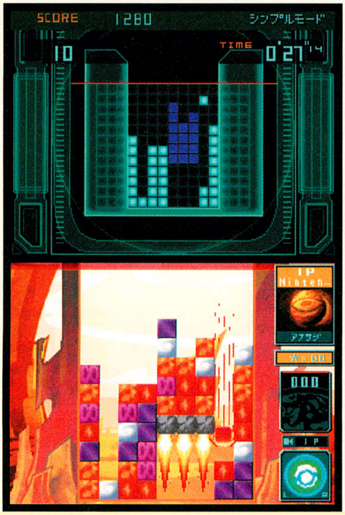
**Mr. Sakurai's previous titles (Super Smash Bros. Melee, Kirby Air Ride) have featured lots of unlockables, giving the games an addictive quality. Is that an important part of your design philosophy, and if so, how have you applied that to Meteos?**
MS: Meteos has an element called a mixing or composition room. Initially, you will only be able to play with four planets, but as gameplay continues, it will be necessary to shoot up many meteors and combine them for the other planets. Blocks that just disappeared will now function as a reward for the player. This is a very important feature.

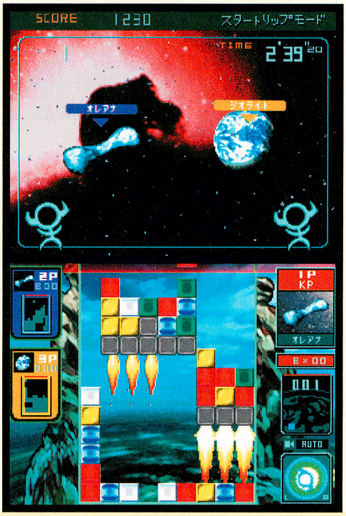
I feel it is impossible to keep current games interesting by having the player feel excitement through button pressing, as was seen in old Famicon (NES) games or old arcade games. I also feel that it is cruel to throw lots of gameplay at a novice. Experts should have no problem, but I think it is necessary to first start with the basics. Otherwise, I think it would be inconsiderate to people.

**Many of Mr. Mizuguchi's games have had a strong focus on music. What role does music play in Meteos?**
TM: I asked for emotion-driven music depending on the rise and fall of meteors. As you are playing Meteos, there will be times where you will feel as if you are composing music. Also, each planet has a distinct type of sound that fits the atmosphere of the planet. This game is definitely worth playing, even if it is to just enjoy the music.

**Is there anything else you'd like our readers to know about Meteos or Q Entertainment?**
MS: It's your loss if you don't try out this new and bizarre game!

TM: Meteos is a simple and completely new type of game. I am grateful to the staff and abilities of Q Entertainment and Mr. Sakurai, who initially created this game. I sincerely hope that everyone will enjoy playing Meteos! Let's start by playing a round!



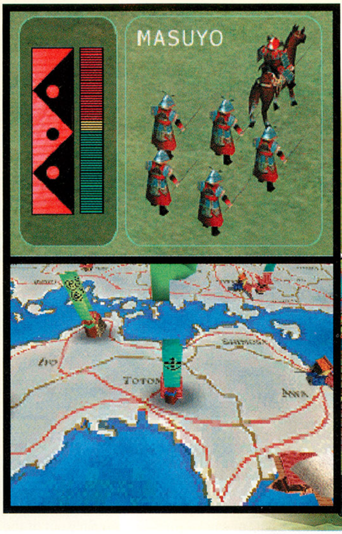


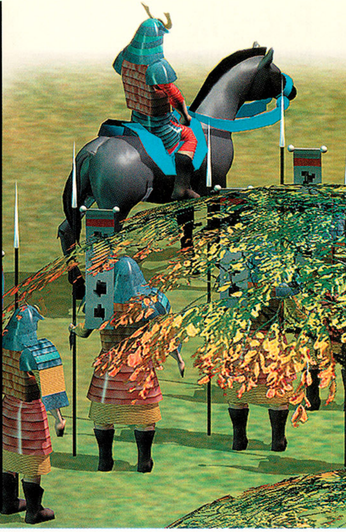
## Shogun Warrior

### Namco • October 2005

In this real-time strategy game from Namco, you must conquer neighboring armies and unite feudal Japan under your rule. Shogun Warrior boasts impressive 3-D graphics and promises a surprising amount of depth. You'll employ both military tactics and diplomacy to achieve your goals, and you can even hire ninjas to assassinate political rivals.

**DS Innovations:** It's about time someone announced an RTS game for the DS. Replacing the clunky interface from most console and handheld entries in the genre, the touch screen allows you to move troops across the battlefield and issue commands with ease. Certain situations, such as forest skirmishes, castle sieges, sea battles and ninja duels, play out via touch-screen minigames. In addition, up to 16 players can battle wirelessly.

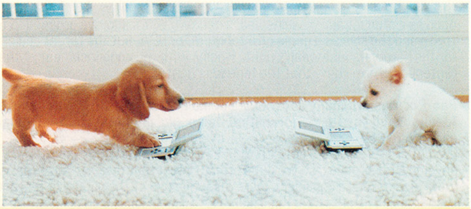


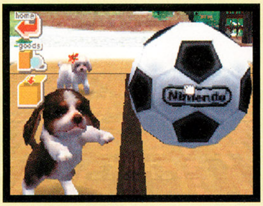


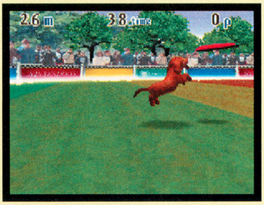
## Nintendogs

### Nintendo • TBD

Nintendogs (working title) lets you raise a digital canine, enter it in dog shows, and use your winnings to purchase items for your pooch. The game will be released in three versions in Japan, each containing five different breeds. Nintendo of America has yet to comment on whether it will take the same approach with the US version.



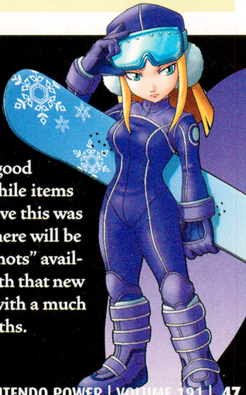




**DS Innovations:** You'll use the touch screen to interact with your portable companion (play with it, give it a bath, etc.), and the microphone allows you to record your dog's name and up to 15 voice commands. Utilizing the system's wireless capabilities, your virtual pet will bark when it senses another Nintendogs owner nearby. The two of you can then take your dogs to the park in the game to play with each other wirelessly. In the Japanese version, doing so will unlock that breed in your game.

## Snowboard Kids DS

One of the more obscure franchises finding new life on the DS is Atlus's Snowboard Kids. Rather than simply porting the (rather good) Mario Kart-esque N64 racer to the portable, however, the development team is building the game from the ground up. "I did a lot of research and analyzed the good and bad aspects of the two previous Snowboard Kids games," says director Akiyasu Yamamoto. "While items and tricks were available in the old games, they didn't have a large effect on performance. I don't believe this was the designer's original intent. So, we adjusted this by adding new features to Snowboard Kids DS. There will be a greater emphasis on tricks, because performing them will increase your speed and the number of "shots" available. We believe this adjustment will result in a more exciting, more challenging game." To go along with that new approach, the goofy, superdeformed character designs from the previous games have been replaced with a much slicker art style. We hope to have more details and the first screens from the game in the coming months.

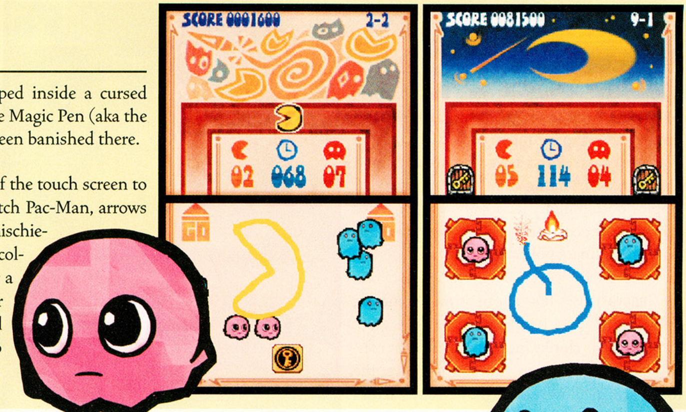


# Pac-Pix

### Namco • Spring 2005

Gaming's oldest hero finds himself trapped inside a cursed book. To help him escape, you must use the Magic Pen (aka the DS stylus) to defeat the ghosts that have been banished there.

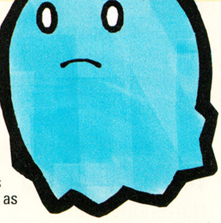
**DS Innovations:** Pac-Pix takes full advantage of the touch screen to create a truly unique experience. You'll sketch Pac-Man, arrows and even bombs to wrangle a variety of mischievous apparitions, including an imaginative collection of bosses. By leading Pac-Man over a switch, you can also open a path to the upper screen—called Item Road—where you'll find special items, and ghosts trying to evade your gaping maw.



## Interview: Hideo Yoshizawa, Producer

**Nintendo Power: How did the idea for Pac-Pix come about?**
Hideo Yoshizawa: Originally, we got the idea for an arcade game about four years ago. The idea came from Mr. Shinoda, who saw the way corrected text disappeared on an Apple PDA. When you write a letter wrong, you could cross it out and then the image would disappear with a little puff of smoke—he was impressed with that intuitive control and came up with the idea for the game. A prototype was created at this time, but it wasn't fully developed as a product and was shelved. Then two years ago, we proceeded to try to sell the idea as a game on a tablet PC or PDA, but the target audience for the hardware just wasn't right. Finally, with the announcement of the Nintendo DS, we knew that the time was right.

**Pac-Pix was originally shown as a demo at last year's E$^3$. What kind of feedback did you receive from that demo, and did that affect the game's evolution at all?**
We got great reviews from a lot of people in the industry—asking us to develop a full product, so we put a project team together. At this time, we were also asked to consider a more effective use of the upper screen, and we came up with the Item Road idea. Not to mention the arrow gesture that allows players to draw arrows that will fly into the upper screen. I feel that we have incorporated the double screen of the DS well into the gameplay.



**What were some of the challenges in creating a sketch-based game?**
The idea that the player has the freedom to determine size, shape and place to draw is so incredibly out of the traditional action game setup, this was a real challenge. However, we knew that this idea was the most important aspect of the overall game concept, so we continued to pour our efforts into finding a way to make this concept work as an action game.

**Do you approach DS development differently from how you do for other platforms, and if so, how?**
I think the best part of working on the DS is that we can easily try new things and see what happens. Also, our programmers have a lot of fun working on this hardware.

**What do you think are the most important elements of a handheld game?**
Definitely that it's easy to pick up and play. We've kept that playstyle in mind when creating the basic framework of this game. But it may be so fun that you may not be able to put it down!

## Extended Forecast

The games we've covered in this feature represent but a smattering of the deluge of titles headed to the DS in 2005. The following list contains all of the other games slated for release this year, organized by publisher. Please note that many of the names listed are working titles.

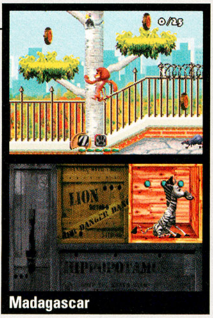
### Activision
- Madagascar
- Shrek Superslam

### Aruze
- Brain Twisting Game Vol. 1

### Atari
- Dragon Ball Z

### Atlus
- Caduceus
- Choro Q DS
- The Game of Life
- Shin Megami Tensei

### Bandai
- Mobile Suit Gundam Seed
- One Piece



**Madagascar**

### Buena Vista Interactive
- The Chronicles of Narnia: The Lion, the Witch and the Wardrobe

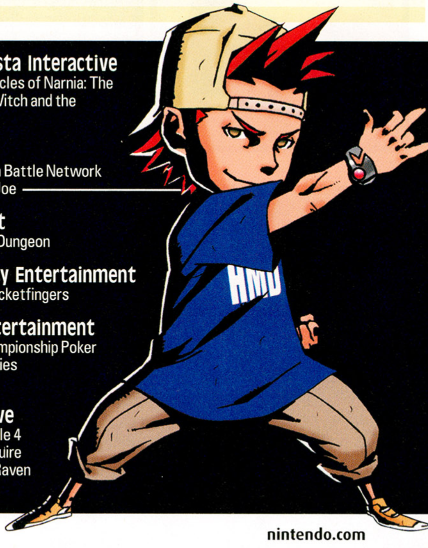
### Capcom
- Mega Man Battle Network
- Viewtiful Joe

### Chun Soft
- Fushigi no Dungeon

### Conspiracy Entertainment
- Johnny Rocketfingers

### Crave Entertainment
- World Championship Poker Deluxe Series

### Disney Interactive
- Kim Possible 4
- Lizzie McGuire
- That's So Raven

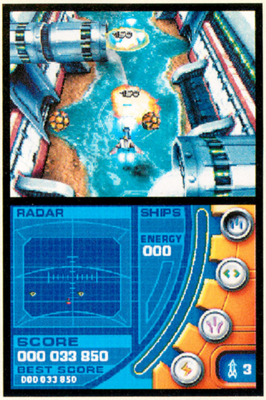


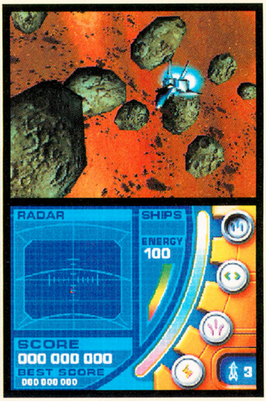
# Nanostray

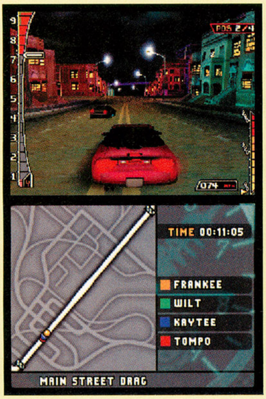
## Majesco • July 2005

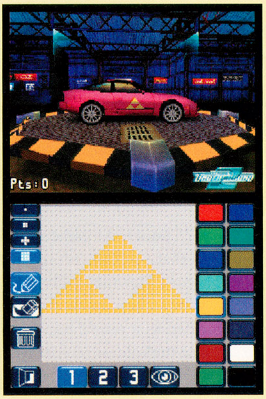
After squeezing some of the best 3-D out of the GBA with the Iridion series, developer Shin'en seems to be working the same magic on the DS with Nanostray. The top-down shooter spans an impressive array of environments; you'll battle through everything from arctic mountains to asteroid fields.

**DS Innovations:** Although you navigate your ship and fire weapons the old-fashioned way, the bottom screen offers touch controls for such functions as boss scans, on-the-fly weapon management, live radar and hyperspace control. The game's wireless functionality consists of two-player co-op and head-to-head modes.









# Need for Speed Underground 2

## Electronic Arts • April 2005

Last year's best-selling racer speeds onto the DS with a smooth 3-D engine, multiple race modes and all of the customization options of its console big brother.

**DS Innovations:** Having the map on the bottom screen not only removes considerable clutter from your racing view, it enables an all-new competition called Own the Zone. The map is divided into different sections, and you must dominate each one to defeat your opponent. The sections are colored to indicate who currently "owns" each zone. You'll also use the touch screen to regulate your nitrous canisters and create custom decals. Four-player wireless competitions round out the list of DS-exclusive features.

### Koei

- Dynasty Warriors
- A historical simulation game
- Mah-jong

### Konami

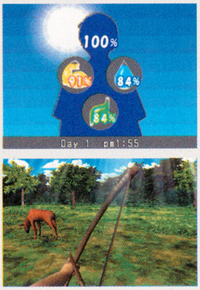
- Boktai
- Dragon Booster
- Frogger
- Lost in Blue
- Mystical Ninja*
- Vandal Hearts
- WINX
- World Soccer Winning Eleven
- Yu-Gi-Oh!: Nightmare Troubadour

### Majesco

- Quad Desert Fury 2
- Texas Hold 'Em

### Marvelous Interactive

- Harvest Moon
- The Legend of the River King
- Lunar*
- Uruseiyatsura



Lost in Blue

We expect Natsume to bring Marvelous's Harvest Moon and The Legend of the River King to the US, but the publisher has yet to confirm its plans for the DS. Here's hoping someone picks up Lunar as well.

### Mastiff

- Space Invaders Revolution

### Midway

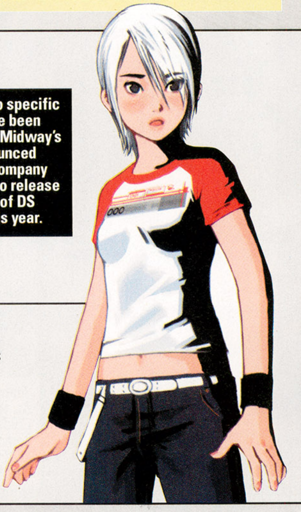
Though no specific titles have been revealed, Midway's CEO announced that his company expects to release a number of DS games this year.

### Namco

- Baten Kaitos*
- Katamari Damacy*
- Pac 'n Roll
- Xenosaga*

### Nintendo

- Advance Wars DS
- Animal Crossing DS
- Another
- Jam with the Band
- Jump Superstars*
- The Legend of Zelda: Four Swords
- Mario Kart DS
- Metroid Prime Hunters
- New Super Mario Bros.
- Polarium
- Super Princess Peach*
- Touch! Kirby's Magic Paintbrush*

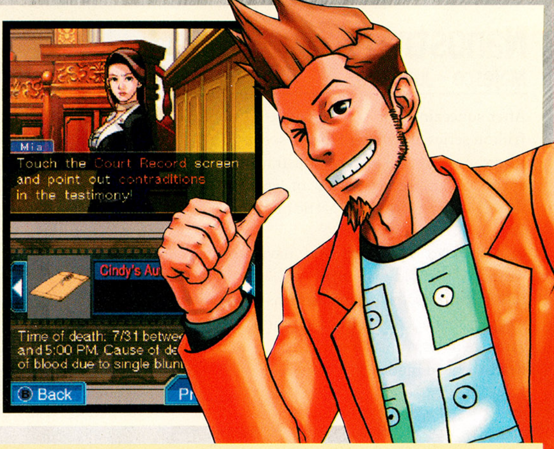


# Gyakuten Saiban

## Capcom • Summer 2005

The US debut of Capcom's popular courtroom battle series is among our most anxiously awaited DS titles. Gyakuten Saiban (working title) is divided into two segments. During the investigation phase, you'll survey the crime scene and collect evidence to be used in court. When you get to trial, you must present your findings, listen to testimony and examine witnesses to prove your client's innocence. As if the concept weren't intriguing enough, the game's comical anime style helps seal the deal.

**DS Innovations:** Gyakuten Saiban is heavily menu-driven; the touch screen should make it much easier to sift through evidence and select your line of questioning.

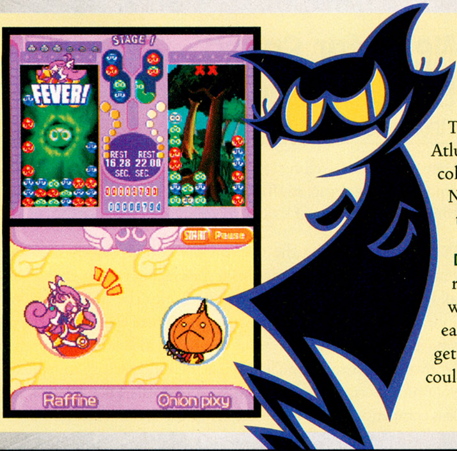


Mia

Touch the Court Record screen and point out contraditions in the testimony!

Cindy's Au

Time of death: 7/31 betwe and 5:00 PM. Cause of de of blood due to single blun



# Puyo Pop Fever

## Atlus • April 2005

The latest in the venerable Puyo Pop series is coming stateside courtesy of Atlus. As always, the point of the game is to match up puyos of the same color to drop junk on your opponent's playfield. Fever adds unbreakable Nuisance Puyos to the proceedings, as well as color-changing Giant Puyos that allow for massive combos.

**DS Innovations:** Though the game accommodates touch-screen controls, the real news is that you can spread the fever to up to seven of your friends with single-card Download Play! All of the playfields are displayed on each DS so you can keep track of what each player is up to. The screens can get a bit crowded as a result, but that seems a small price to pay for what could be some of the wildest multiplayer puzzle action ever to hit a portable.

**Sega**
- Sonic DS

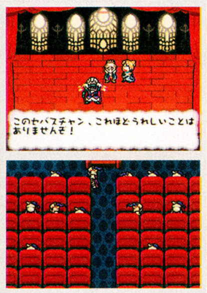
**Spike Co.**
- Intern Tendo Dokuta

**Square Enix**
- Dragon Quest Monsters
- Egg Monster Heroes
- Final Fantasy III
- Final Fantasy: Crystal Chronicles
- Secret of Mana
- Slime Morimori Dragon Quest

**Summitsoft Corporation**
- Air Assault 2
- Organizer Plus

**Taito**
- Bubble Bobble Revolution*

**Tecmo**
- Monster Rancher
- An unnamed title from Team Ninja



このセバスチャン、これほどうれしいことはありませんぞ！

Egg Monster Heroes

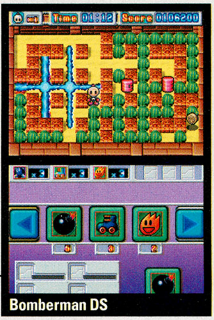
Team Ninja is the developer responsible for the Dead or Alive series and Ninja Gaiden on Xbox. Its outspoken director, Tomonobu Itagaki, has publicly stated that his team is working on a DS game. No other details are available yet.

**Telegames**
- Ultimate Brain Games
- Ultimate Card Games
- Ultimate Pocket Games

**THQ**
- Barnyard
- The Incredibles
- Nicktoons
- Scooby Doo! Unmasked
- SpongeBob SquarePants
- Tak 3

**Tomy**
- Naruto*

**Ubisoft**
- Bomberman DS
- King Kong
- *Star Wars* Episode III: Revenge of the Sith
- Tom Clancy's Splinter Cell: Chaos Theory



**Bomberman DS**

* Currently announced for release in Japan only

THE LEGEND OF
ZELDA®
NINTENDO POWER
RATING PENDING
RP
CONTENT RATED BY ESRB
Visit www.esrb.org or call 1-800-771-3772 for Rating Information.

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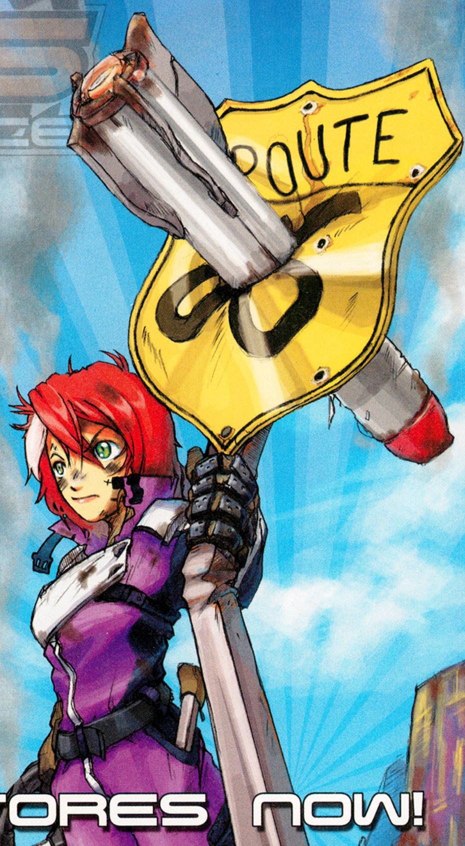
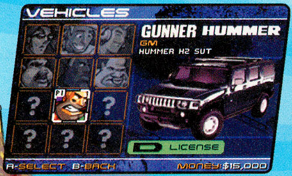
# RACING GEARS ADVANCE

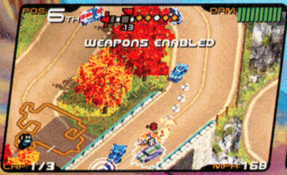
- ☑ MISSED OIL SLICK
- ☑ BRIDGE SHORT-CUT
- ☑ COLLECTED MONEY
- ☑ ACTIVATED CLOAK
- ☐ DODGED MISSILE



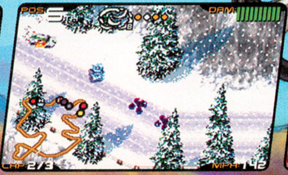

VEHICLES
GUNNER HUMMER
GM
HUMMER H2 SUT
P1
D LICENSE
A-SELECT B-BACK
MONEY:$15,000

Best Car? Depends on how you drive!

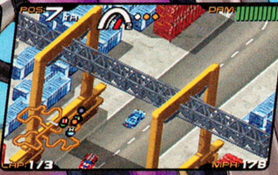
## IN STORES NOW!


POS: 6TH
DAM:
WEAPONS ENABLED
LAP: 1/3
MPH: 168

One Missle, One Wipeout!


POS: 5
DAM:
LAP: 2/3
MPH: 142

When slippery roads just aren't enough.


POS: 7TH
DAM:
LAP: 1/3
MPH: 178

Speeding through the Shipyard!

"One of the best GBA racing games"
- Nintendo Power

"BEST RACING GAME"
- IGN E3-2004 Award

"The BEST GBA Racer we've ever played!" - PLAY Magazine

EVERYONE
E
CONTENT RATED BY ESRB
Mild Violence

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GAME BOY ADVANCE SP

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# TIMESPLITTERS

## FUTURE PERFECT™

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## THE FUTURE IS NOW

Take control of time traveler Sergeant Cortez as he faces off with the past in order to save the future from madman Jacob Crow and his army of TimeSplitters. Future Perfect, the third (and by far the best) installment in the series, offers a much-improved Story mode, a good chunk of which we'll take you through here. So strap on your Temporal Uplink and get ready for some good ol'-fashioned butt-kickin' courtesy of Free Radical.

MATURE 17+
M
CONTENT RATED BY ESRB
Blood and Gore
Violence

## 2401 TIME TO SPLIT

Sergeant Cortez is returning from a mission when a stray laser blast causes his ship to go down. Don't treat the first level like a common tutorial, or you're likely to arrive home in a pine box.

### SURVIVAL STRATEGIES:

*STAY FROSTY*

**Use the intro mission to learn some basics: Crouch when in a firefight, and use cover when possible. Reload when there's a break in the action. Don't pick up health or armor if you're almost full—come back for them when you drop below the 50 percent line.**

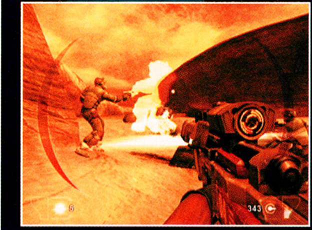
*BOOM, SHAKALAKA!*

**If you shoot the small rectangualar crates, they will explode and do a ton of damage to anyone within range. Use them to eliminate groups of baddies, and don't stand near them if you can help it.**

*NONE LIKE IT HOT*

**The Plasma Autorifle is the best gun in the level, but it overheats quickly. Fire in short, controlled bursts and keep an eye on the temperature gauge in the lower right-hand corner—if it overheats, you'll be a sitting duck.**

### *ALL IN THE TIMING*



**The TimeSplitters are an alien race with the power to drift in and out of visibility. Look for a soft orange blur, or wait for them to expose themselves before you fire. Also keep an eye on the targeting reticle—it will turn red when you're focused on a Splitter.**

# 1924 SCOTLAND THE BRAVE

The year 1924 finds Cortez on a small island called Urnsay with only a rogue named Ash for company. Be sure to grab the flare gun from the rowboat at the start of the level.

## SURVIVAL STRATEGIES:

### *CHAAAAAAARRRRRGE!*

As you approach the castle, you'll find a group of three guards. Take them out with silenced pistol shots, or fire a flare into the whole mess and turn them into ash. While storming the castle, use the sniper rifle to blast foes from a distance, and search through all the bombed-out buildings to find grenades, armor and a second pistol.

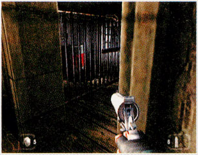
### *JEEPERS*

When you reach the jeep, you can either drive, ride or operate the mounted gun in the back. After you make it to the castle doors, grab the nearby dynamite and use it to blow them wide open.

### *RUN AND GUN OR SNEAK AND PEEK*

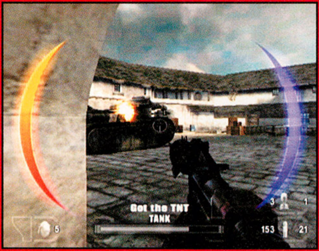
The castle is filled with narrow corridors and small rooms. You can either use a stealthy approach with a silenced pistol and take out enemies one by one, or run through the area with a machine gun blazing and take them by surprise. Whatever you do, listen to every conversation—they'll give you helpful info and have the added bonus of hilarity.

### *CORTEZ SAVE THE QUEEN*



Ash's true mission is to rescue the Jungle Queen—a buxom young woman who is his . . . er . . . assistant. To free the lovely lady, walk to the other side of the jail cell and shoot the barrel of oil. When a puddle has formed, fire a flare gun at the ooze or shoot the lantern on the ceiling. (After that, head downstairs and play the organ for a laugh.)

## DEFEAT THE TANK



The tank is in a large, open square. Take cover behind one of the corner pillars, then pop out and fire a K-SMG grenade. When the tank stalls, run behind it and attach dynamite to its back end. You'll need to use three bundles of dynamite to complete the process. If you run low on either grenades or TNT, extra ammo can be found in the nooks at the edge of the square. Once the vehicle is no more, head for the elevator that the tank used to reach you.

# 1969 THE RUSSIAN CONNECTION

If you haven't met the dashing secret agent Harry Tipper, you haven't lived. Luckily, you'll have a chance to work with the groovy superspy during the infiltration of a Russian train station.

## SURVIVAL STRATEGIES:

### *SILENT BUT DEADLY*

Tipper will suggest that you eliminate soldiers one at a time with the silenced pistol, and for the most part it's a good idea. Look for guards approaching from behind, and don't shoot people standing in groups. If you're spotted, switch to a more powerful weapon.

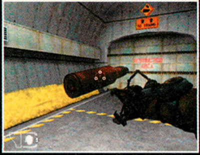
### *COVERING HARRY*

When you reach the water tower, climb to the top and use the sniper rifle to cover Harry. You must shoot the orange barrel on top of the manhole cover in the second courtyard to let him out of the sewer.

### *RESTORE POWER*

Take the disguise that Harry offers and enter the train station. Head through the door marked 1A and look at the generator, then follow the head engineer through the lower door and work your way back to the water flow valve. As soon as you turn on the water, your cover will be blown—you'll have to fight your way back to the main area.

### *SHELL SHOCK*



Use the jeep to roll over guards and barriers with equal ease. When you reach a blast door at the bottom of the tunnels, turn right and head for the second room. Use your uplink to pick up an artillery shell, then take it to the door. (Stand back and release the R Button to fling the shell without damaging yourself.)

# THE KHALLOS EXPRESS

The Khallos Express level takes place on a fast-moving train, and the action alternates between close-quarters combat and long-range sniping. Stay crouched at all times and move slowly.

## SURVIVAL STRATEGIES:

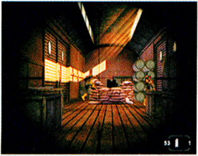
### *ONE SOLDIER AT A TIME*

When you're outside or on top of a railway car, use your silenced pistol to pick off enemies from a distance. If you stay crouched and hit them one at a time, you can sometimes clear whole groups without drawing any fire.

### *BRING ON THE BIG GUNS*

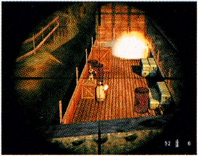
Take a page from Leon S. Kennedy and get up close and personal with the shotgun—the weapon is perfect for the narrow confines of the train.

### *RUN, GUNNER!*



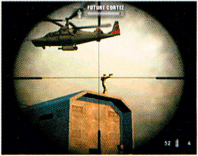
As soon as you enter the first railcar, run down the left-hand side and fire at the guard. If you don't hit him, he'll hop behind a mounted machine gun and mow you down.

### *FIRESTARTER*



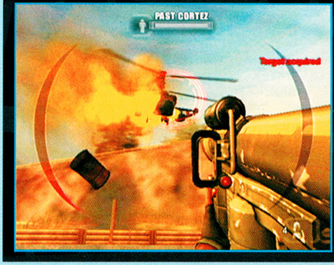
After you shoot down a helicopter, walk across a roof until you see an open-air car. Shoot the barrels to spill oil on the ground, then pop a cap in the propane tanks for a fine fireworks show.

### *PROTECT THE FUTURE*



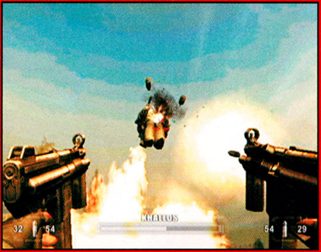
When defending the future Cortez, take out the guards that appear on either side of him. When the chopper starts to blow, run to the other side of the train to avoid the ensuing explosion.

## PAST MEETS FUTURE



Near the end of the level, you'll encounter a wormhole that warps you a few minutes back in time. When you reach an empty train car, take the rockets on either side of the door, then run through and grab the rocket launcher. You'll need to hit the oncoming helicopter with three shots. The rockets are heat-seeking, so all you have to do is lock on to it and wait for the circle to turn red, then fire away. When the chopper starts to spin, run for the safety of the car.

## DEFEAT KHALLOS



Khallos looks fairly menacing in his bizarre flying chair, but he's actually a real pushover. Grab whatever weapon is handy and fire away while he floats through the air. The dual machine guns are a great choice, as you can keep up a steady stream of fire with one while reloading the second. If you don't have dual machine guns, try the shotgun. After you take care of Khallos, run to the front of the train and press the A Button while standing in front of the control panel to stop the speeding locomotive.

# 1994 MANSION OF MADNESS

It's an *Evil Dead* kind of day when Cortez stumbles into a haunted mansion. Don't forget to keep an eye on your new raver-chick pal, Jo-Beth, as you behead the undead.

## SURVIVAL STRATEGIES:

### *THE RIGHT TOOL FOR THE JOB*

As soon as you enter the mansion, you'll find a flamethrower. Although the torch is great for ghosts, it's not very effective against the zombies. Use the Temporal Uplink or a baseball bat instead.

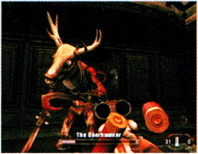
### *BRAAAAIIIIINNNSSSS*

Zombies love brains—especially yours. Don't trust 'em, not even the ones that look dead. They'll spring to life when you're not looking and try to sneak a taste. Yummy!

### *DON'T GET GREEDY*

You can find health and armor in the cabinets around the mansion, but be careful. Some of the furniture houses zombies that will burst out and attack if you get too close.

### *ENTER THE DEERHAUNTER*

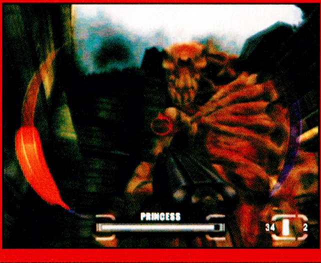


When the Deerhaunter attacks, fire away with the shotgun while strafing around the edge of the room. Leave some room between youself and the wall so you can step back when the beast charges and swipes.

### *CRITTERS BUGGIN'*

Near the attic, you'll encounter a swarm of flesh-eating beetles. Stand at the hallway entrance and use the flamethrower to toast the critters. If they overrun you, back down the hallway, sweeping flames across the floor in long strokes.

## DEFEAT PRINCESS



This ain't no Princess Peach! Princess is a huge monster that lives in the well outside the mansion. When she rises out of her tomb, run as close as you can to the well and start circling it, pumping shotgun shells into the boss all the while. If she opens her gold eye, hit it with all you've got—you'll inflict extra damage. The battle isn't tough if you hug the opening in the ground and keep strafing. Don't stand back, or you'll put yourself in range of a powerful bite attack.

# WHAT LIES BELOW

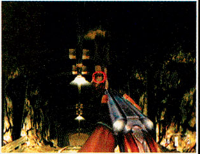
The basement is even worse than the rest of the mansion—if such a thing is possible. Hightail it through the caves and get ready for a reunion with an old friend.

## SURVIVAL STRATEGY:

### *SHIFTY*

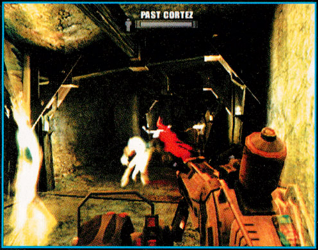
At the beginning of the level, Jo-Beth will fall into a pit. Don't be fooled the next time you see her—it's actually a shapeshifter that has taken her form. Hit the shifters in the head with the revolver for an instant kill, or just aim for the torso to knock them down if you're pressed for time.

### *MR. CORTEZ'S WILD RIDE*



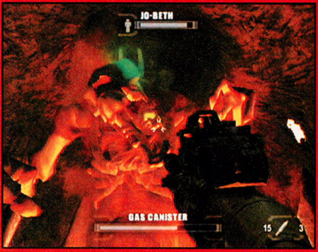
After you wander through the scary laboratory, you'll take a ride on a mine cart. Use the revolver to shoot zombies that are hanging from the ceiling and standing off to the side. Save your harpoon ammo—you'll need it for the enemies ahead.

## PAST MEETS FUTURE

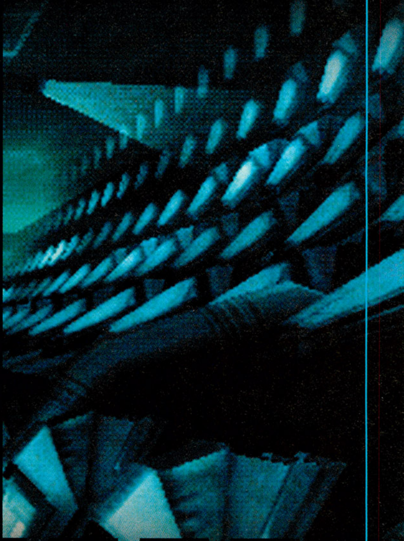


The past and future versions of Cortez must help each other through the mines. As the past version, use the shotgun to blast approaching zombies and clear a path for your future self. As the future version, use the Ghost Gun to clear out any spectres that drift your way. The weapon has a long range, so move slowly and start firing as soon as a ghost appears at the end of a hall. After you clear out the ghosts, feel free to switch to another weapon and help your past self solve the zombie problem.

## DEFEAT PRINCESS. AGAIN.



Princess is back, and she's none too pleased about the way your last encounter ended. As she's lost all of her meaty bits, you'll have to take out her skeleton. Use the harpoon and aim for the gas canister inside her mouth. You can either wait for her mouth to open or try to sneak a shot through the nasal cavity. Be quick—if you take too much time, Jo-Beth will meet with a bad end. Once you eliminate the monster, rush to the elevator and meet your friend on the top level, then fight your way out of the lab.



# 2052 BREAKING AND ENTERING

Breaking into a high-tech fortress isn't as easy as it sounds. Luckily, you'll have a friend along for the ride. When you're not getting her out of scrapes, Amy can be a formidable warrior.

## SURVIVAL STRATEGIES:

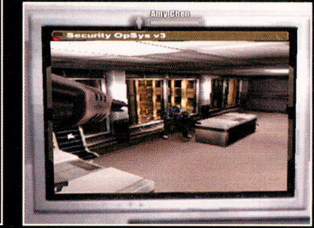
### *OUT OF SIGHT, OUT OF MIND*

You'll need to sneak around the roof of the complex until you find a computer terminal that shuts down the security systems. Use your Mag-Charger to blast cameras, autoguns, laser trip wires and the occasional robot. If you set off an alarm, armed guards will swarm you.

### *GETTING WARMER*

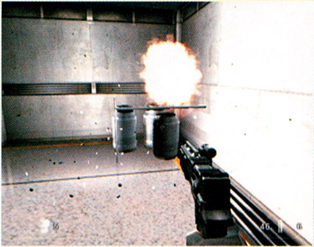
The Piercing mode on the Mag-Charger is a great tool—it allows you to see thermal images, which makes it easy to spot security systems. You can shoot in Piercing mode, as well.

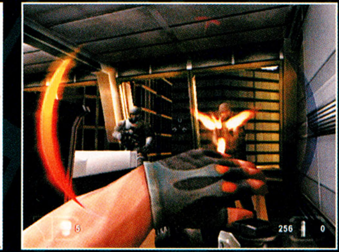
### *ONLINE DESTRUCTION*



When you reach the second computer terminal, you'll have to activate a remote-controlled cannon and defend Amy. Focus most of your fire on the door in the corner, but keep your eyes and ears open for guards that come crashing through the windows.

### *FROM A FIRE TO A FIREFIGHT*





To activate the fire-supression system, you'll have to shoot the canisters in the corner of the storage room. Once you do so, return to the conference room and blast the fellows who come in through the windows. It's a tough fight; stay crouched and use the table and chairs for cover. (Grenades prove quite handy.) When the battle is nearly done, a large robot will break through the far door with guns blazing—be ready for it.

## YOU GENIUS, U-GENÍX

Jacob Crow is the madman behind all your troubles, and you've finally found his secret lab. Like all good secret labs, however, it's guarded by heavily armed men.

### SURVIVAL STRATEGIES:

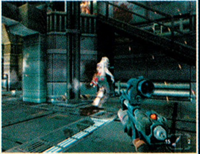
### *PAGING DR. CORTEZ*

Most of Crow's lab is locked down tight, so you'll need a disguise. Head into the showers and take an ID card from the last stall, then go back upstairs and use it to open a door. Inside you'll find a doctor's uniform and a second card.

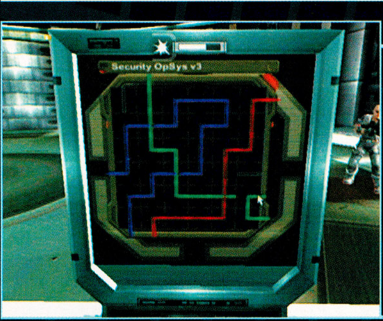
### *RIDING THE RAILS*

You'll find a railgun in a room with two guards, but it's not all that effective. You may be better off walking up to them in your disguise and using headshots from close range.

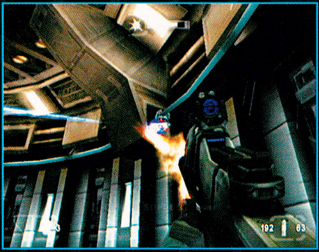
### *DEATH BY DART*



The mutants inhabiting the lab are nearly invulnerable to normal weaponry, but incredibly susceptible to darts. Go figure. Wait for the mutants to take out the human guards, then dart them and stand back—the chunkies are about to fly!



## PAST MEETS FUTURE



When you find a wormhole, it's puzzle-solvin' time. You must connect the blue and green ends of the maze together by turning blocks. Start with the ends, then work backward. After you solve the first puzzle, you must decode two more, shoot the railbot that is circling the room and fend off a horde of spiderbots. Don't worry—although technically it's all happening at once, you have time travel on your side.

## 2243 MACHINE WARS

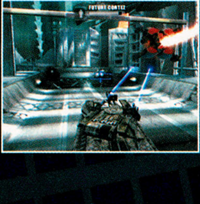
If you thought the future was going to be an idyllic time when humans had learned to live in peace and harmony, you were wrong. When you arrive in 2243, search the area directly behind you for a second gun.

### SURVIVAL STRATEGY:

### *AH! MY FACE! MY BEAUTIFUL FACE!*

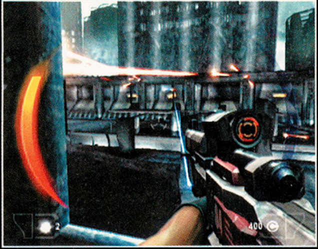
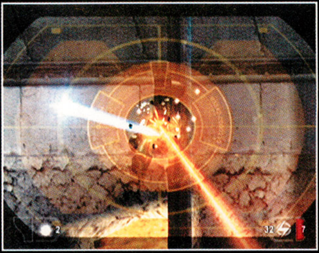
The robots of the future are an angry lot, and they dish out the pain with lasers and ray guns galore. Like your human opponents, however, they are vulnerable to headshots. Blast them in the noggin when possible, and always try to stay behind cover—it won't take more than a couple of shots to turn you into a smoking pile of ashes.

### *TANK-DRIVIN' CORTEZ*



Controlling the tank is a little tricky. Keep moving forward, and use the C Stick to aim the tank's gun. Ammo is unlimited on the tank, so fire constantly at everything that moves. Your main objective is to keep the future version of yourself alive while he's controlling the gun turret, so monitor his life meter.

### *RUN FOR COVER*

When you reach the battlefield around the trench, you'll be vulnerable immediately. Your newly acquired sniper rifle will be your best friend in the area. Use it to take out the guns and robots from a distance once you find cover. After things calm down a bit, jump into the trench and explore it thoroughly for ammunition and health. You'll be ambushed by a droid in the trench. Switch to a close-range weapon to take it down.

### *KEEP ON TRUCKIN'*

The wide open wastelands are heavily protected, leaving you no choice but to drive through as quickly as possible. In contrast to the tank, this vehicle leaves you exposed—all the more reason to keep moving. Swerve left and right to avoid some of the gunfire, and try to take out a few robots with some well-timed swerves.

### *MECHACORTEZ*

Ammunition is unlimited for both guns on the Battle Mech, so fire at will. The best way to take out the enemy ships is to lock on and fire missiles. Follow a ship with your reticle long enough to lock on, then quickly fire a couple of missiles and move on to the next ship. If your mech takes enough damage, you'll go down with it.

## SOMETHING TO CROW ABOUT

Far below the war-torn city, Jacob Crow's robots are breeding an army of TimeSplitters, and you can bet their intentions are bad. Infiltrate the facilities and stop them before it's too late.

### SURVIVAL STRATEGIES:

#### *SHOCK TREATMENT*

Soon after entering the base, keep an eye out for the ElectroTool on the right side of a hallway. It will enable you to override the electric gates to access new areas, as well as destroy the shields around certain droids. Once a robot's shield is destroyed, the ElectroTool will only stun the robot, inflicting no damage.

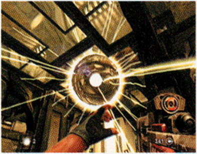
#### *ROBOTS WILL ROLL*

Not far into the level, you'll encounter droids with the ability to roll around. They are invulnerable until they stop rolling to fire at you. Throw a grenade or fire on them while they are still to destroy them.

#### *BOTS GONE WILD*

When you reach the energy core, two robots will attack you as soon as you deactivate the first shield. Take cover behind the pillars, and use your ElectroTool to disable the robots' shields.

### *ENERGY CORE NO MORE*



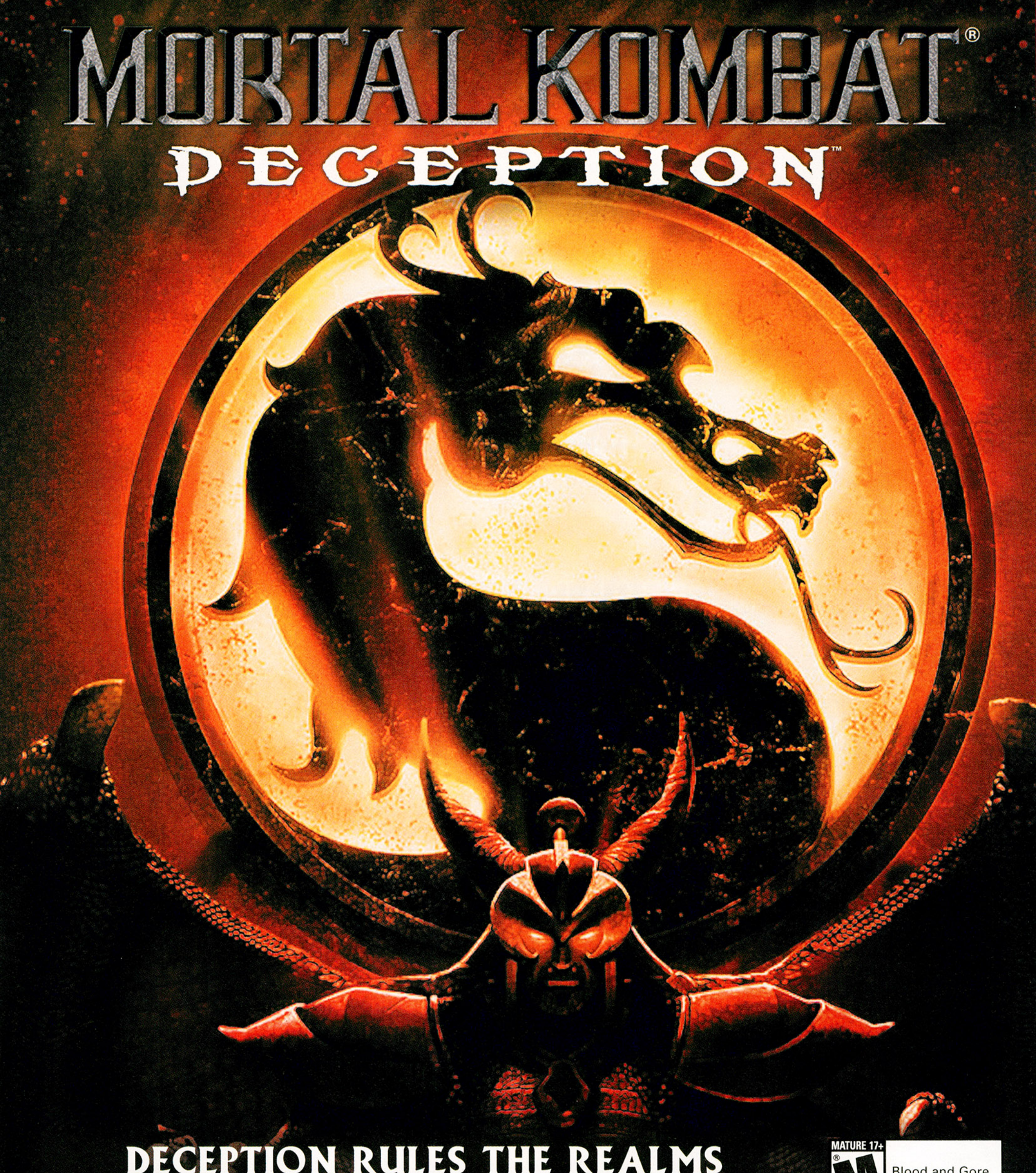
Once the core's shields are disabled, you'll need to destroy the core from below. Take down the two rolling droids, then toss a grenade into the opening in the sphere (if you are out of grenades, you can find some up the slope opposite the entrance).

### DEFEAT THE BATTLE MECH

After you destroy the core, four droids will materialize. Use the pillars for cover and take them out. Once they're gone, a giant Battle Mech will come through the hangar doors looking for trouble. Greet it with some grenades. A pair of rolling droids will start attacking you, so take them out next. Head up to the platform opposite the hangar doors and fire away with the Plasma Autorifle. The platform will serve as a good vantage point, enabling you to deal some serious damage.

## ONLY TIME WILL TELL

You've destroyed the TimeSplitters army, but apparently that won't stop Jacob Crow. You'll need to head back to 1924 to prevent him from mining the time crystals in the first place. OK, so the story doesn't always make sense, but the game is a ton of fun. You'll eventually face off with a giant mutated half-cyborg, and of course Crow himself. The past and the future are in your hands ... well, sort of. 🍄



## DECEPTION RULES THE REALMS

The wait is over—the newest game in the MK series has arrived on GCN. Deception takes over where Deadly Alliance left off, utilizing the same successful fight mechanics while enhancing the overall experience. Midway has gone the extra mile, expanding Konquest mode into a full-fledged adventure, and developing two fatalities for each character. Brand-new hara-kiri maneuvers add extra gore to a franchise that's never been known for its subtlety, and the eerie and atmospheric multileveled arenas are now interactive, meaning you can let loose and toss your enemy through a wall or over a cliff.

MATURE 17+
M
CONTENT RATED BY ESRB

Blood and Gore
Intense Violence

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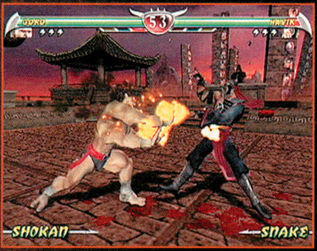
# THE BOSSES ARE BACK

Two rather large reasons for MK fans to jump on the GCN version of Deception are the hulking baddies Goro and Shao Kahn. These monstrous boss characters from past games in the franchise are playable from the start of Deception—but only on GCN! We've listed their fatalities and hara-kiri moves below, along with a few special moves.

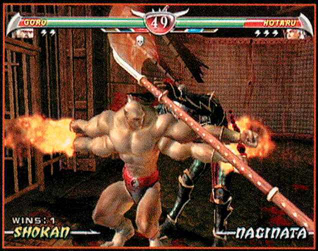
## GORO

Goro is one of the most recognizable characters in Mortal Kombat lore. The near-final boss from the original title can use weapons but, really, what's the point? With four arms and a fast fireball move he can level the competition handily.

- **First fatality (close to opponent): back, back, forward, forward, A**
- **Second fatality (close to opponent): forward, back, forward, back, B**
- **Hara-kiri: up, forward, forward, back, X**



Goro's Ultimate Force fireballs make him a threat from any distance. Press down, back, B to unleash the attack. Another effective long-range assault is Goro's Leaping Stomp—tap down, up, A to flatten your opponent.

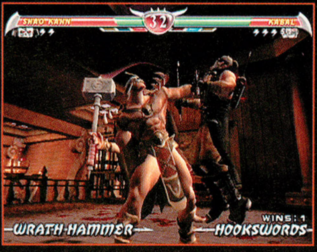


Pounce on a vulnerable enemy with a series of Spinning Slaps—press down, forward, Y to turn Goro into a deadly propeller. When you're ready to finish off your opponent, execute a fatality to see Goro put his Dragon Fangs to good use.

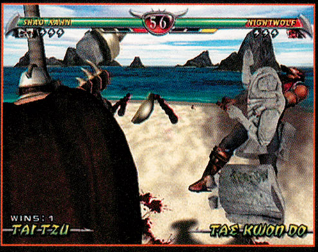
## SHAO KAHN

He ruled Mortal Kombat II and MK3. Now the monster Shao Kahn is ready to do your bidding. There's nothing quite like the power that you'll feel when the helmeted hellion brings down the hammer on his opponents.

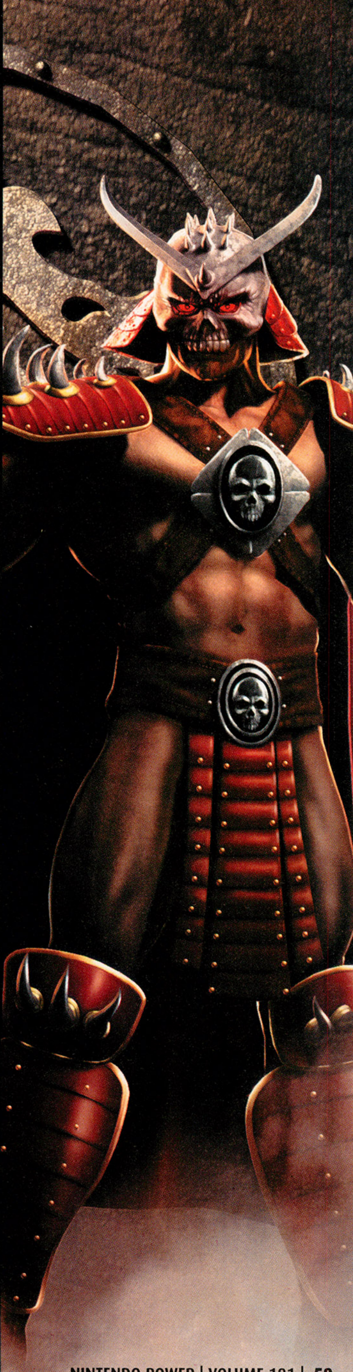
- **First fatality (sweep distance): down, up, up, forward, Y**
- **Second fatality (close to opponent): back, forward, down, forward, Y**
- **Hara-kiri: down, up, up, down, B**



From close range, Shao Kahn is a merciless fighter. Press Z to lift your opponent and smash him to the ground. Follow up with another vicious close-range attack, the Emperor's Shield (down, back, B).



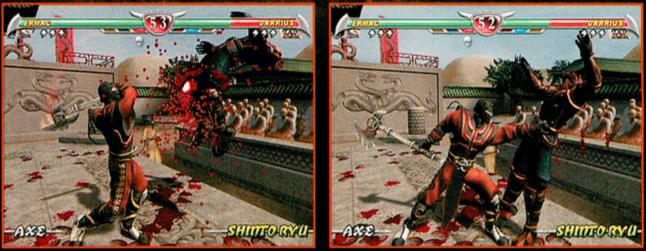
Kahn can charge from a distance, potentially knocking his foe off a cliff for a nice, clean environmental fatality. Either Charging Spikes (forward, forward, Y) or the cringe-inducing Uplifting Knee (back, forward, A) will do the trick.



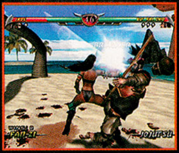
# KLASSIC KOMBAT

Climb the traditional MK tournament ladder in Kombat mode, earning Koins along the way. Onaga the Dragon King awaits you at the top.

## PRACTICE YOUR COMBOS


ERMAC
53
DARRIUS
AXE
SHINTO RYU
ERMAC
52
DARRIUS
AXE
SHINTO RYU

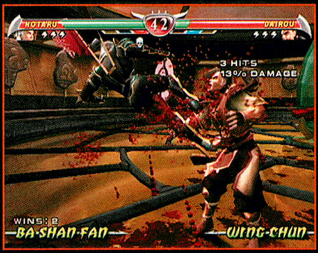
Practice mode allows you to master your favorite character's maneuvers before entering the tourney. Each fighter knows three fighting disciplines, and each discipline has a distinct set of combos.


46
WINS: 3
FAN ZI
JOJUTSU

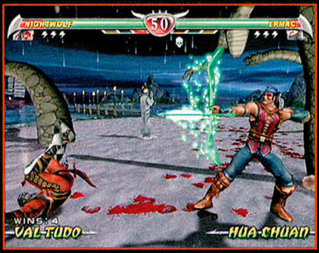
## BREAKER, BREAKER!

If you've been frustrated by a lack of defensive options in past MK titles, you'll delight in the introduction of the Breaker—a two-button command that can interrupt any combo. While your opponent pummels you with an aggressive onslaught, press the R Button and hold forward (on either the Control Pad or Control Stick). You'll knock your attacker to the ground, giving you a few brief seconds to regroup. Use your Breakers wisely—you get only three per round. The lightning bolts under your health meter indicate the number of Breakers you have remaining.

## NEAR OR FAR, SPECIAL MOVES DEVASTATE


HOTARU
42
DAIROU
3 HITS
13% DAMAGE
WINS: 2
BA SHAN FAN
WING CHUN

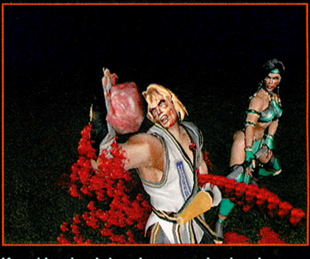
Pressing forward, forward, X sends Hotaru into a high-flying kicking frenzy.


NIGHTWOLF
50
ERMAC
WINS: 4
VAL TUDO
HUA CHUAN

Nightwolf's classic Spirit Arrow (down, back, B) inflicts damage from a distance.

## BRUTAL FINISHES

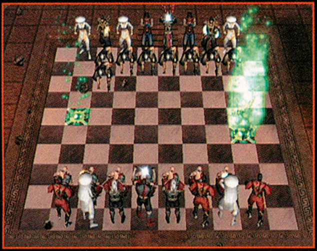
MK fatalities are part of video game lore, and Deception's are as creative and gory as ever. You can use either the Control Pad or the Control Stick to humiliate your beaten foe.



If you'd rather bring about your demise than give someone else the satisfaction, perform your character's hara-kiri maneuver before you're hit with a fatality.

# CHESS KOMBAT

As you might expect, Chess Kombat isn't your typical game of chess. When two pieces collide, combatants fight for possession of the square.



## POWER UP

The most important strategy in Chess Kombat is to occupy the two green power cells. When a member of your squad is on a cell, your team earns a 25 percent health boost before every battle. If attacked, the occupier of a green cell begins the battle with a full health meter. When your opponent is in control of a power cell, lure him off the square by placing your leader in front of it. If your opponent takes the bait and you win the ensuing battle, your leader can snatch the cell. The risk, of course, is that you will lose the game instantly if your leader is defeated.

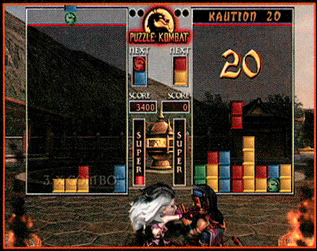
BARAKA
41
BARAKA
BLADES
SILAT

## GRUNT WORK

When selecting your team before the game, assign the role of Grunt to a character you're comfortable with. Grunts are essentially the pawns of your team, and the ones who'll be doing the most fighting. Damage sustained by a fighter during battle carries over for the duration of the game, so always look for opportunities to end matches quickly. Environmental fatalities are typically the fastest way to finish an opponent. The attacking character always earns a 10 percent health boost before each battle, in addition to any power-cell bonuses.

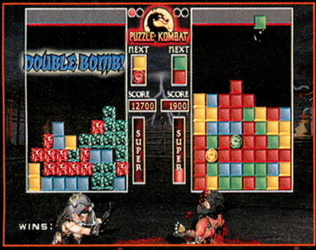
# PUZZLE KOMBAT

Tetris addicts may find themselves playing Puzzle Kombat into the wee hours of the morning. Consider yourself warned!



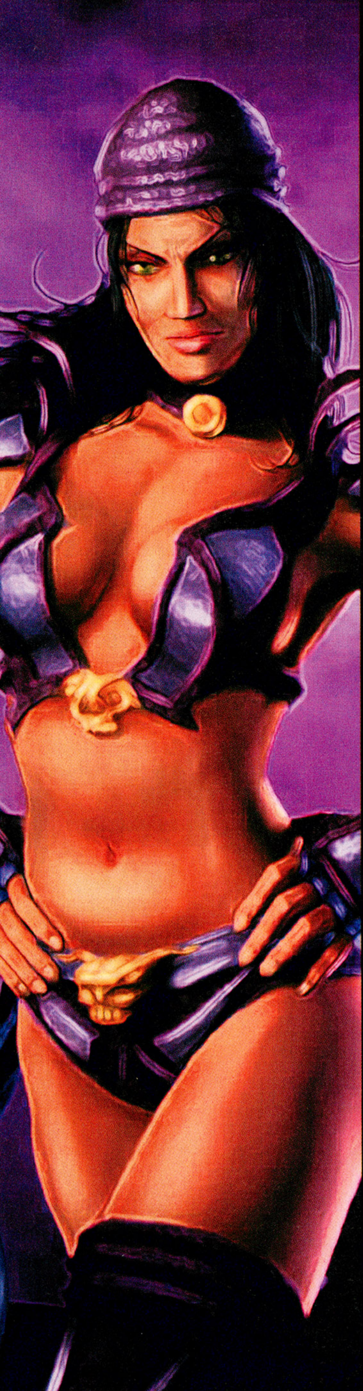
## GARBAGE DUMP

In Puzzle Kombat, Breakers come in the form of round, colored MK logos used to clear tiles off your screen. When a Breaker touches a tile of a matching color, all connected tiles of that color disappear and end up falling on your opponent's screen. To bury your opponent in a shower of tiles, perform combos by using multiple Breakers in one move. You can store Breakers strategically across your board, setting them to fall onto tiles of matching colors in later moves. The number of Breakers used is multiplied by the number of tiles cleared, increasing the amount of garbage dropped onto your opponent.



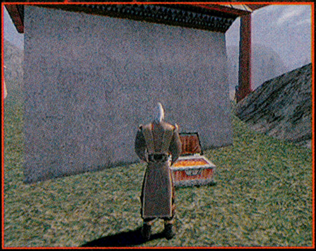
## SUPER MOVES

When your Super meter is full, tap B to execute a unique move that will wreak havoc on your opponent's screen. Sub-Zero's Super Freeze is one of the most effective, icing your opponent's board so that clearing tiles becomes impossible. Kabal's Double Bomb gives you the chance to remove two sets of colored tiles from your screen and dump them on your opponent. But keep in mind, the more powerful a character's move, the slower his Super meter fills. That means a character with a fairly weak move, such as Nightwolf, can fill his Super meter at a significantly faster rate.



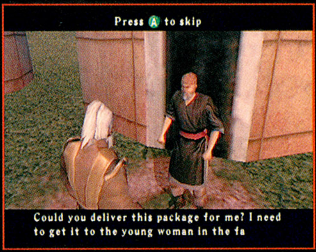
# KONQUEST

The vastly expanded adventure mode encompasses the life of Shujinko, from eager teen to wise old man. You'll explore six worlds from the MK universe.



## KOLLECT KOINS & KEYS

Throughout the adventure, you'll be gathering Koins and keys from treasure chests and from random locations throughout the six worlds. Gold-trimmed chests contain keys, and silver-trimmed chests contain Koins. Some chests are hidden in obscure locations, so search every nook and cranny before moving into the next world. Don't forget to search inside houses and buildings. To enter a doorway, press A. Keep in mind that not all places are accessible.

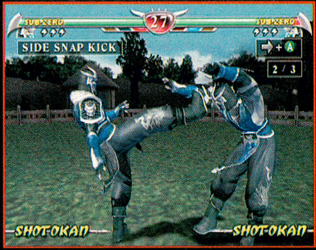


Press A to skip

Could you deliver this package for me? I need to get it to the young woman in the fa

## ON A MISSION

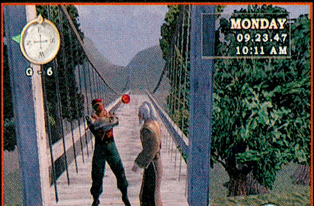
Navigating through Konquest mode is simple thanks to the green cell that indicates your next destination. But before advancing to a new area, talk to villagers and complete any side quests. Listen carefully to the villagers' demands, because they won't always repeat their requests. These mini-missions may require you to backtrack to previous locations to acquire objects, but you'll be rewarded for your trouble with a boatload of Koins. Some missions are dependent on the time of day. Press X to advance the clock rapidly.



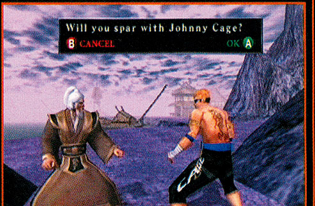
## PRACTICE MAKES PERFECT

Classic MK characters will train Shujinko as he progresses through Konquest mode. In his initial training, Bo' Rai Cho will cover basic fighting techniques. For this reason, gamers new to the world of Mortal Kombat may want to play Konquest mode before any other mode. Take advantage of training exercises to learn about other characters' moves.

## BLAST FROM THE PAST



You'll brawl with Jax in section G6 of Earthrealm. Look for him in front of the bridge that leads to the White Lotus Temple.

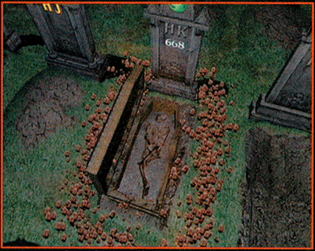


Will you spar with Johnny Cage?

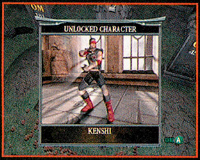
On your third trip to the Outworld, enter the village of Sun Do and challenge Johnny Cage to a fight in section H8.

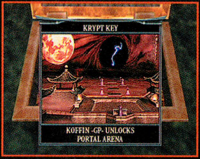
# THE KRYPT

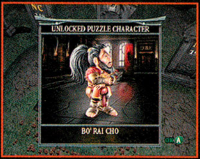
The creepy Krypt is where you'll use your Koins and keys to unlock rewards. Keys open specific Koffins, which contain everything from new characters to alternate costumes. Unlock the remaining Koffins by spending Koins—you won't know what you're spending your money on until it's spent because only two initials appear on each Koffin. Inside the hundreds of Koffins you'll find new arenas, photos, production art, MK mythology and more.



## QUICK PICKUPS

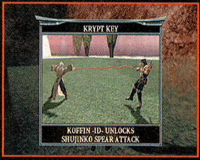

UNLOCKED CHARACTER
KENSHI

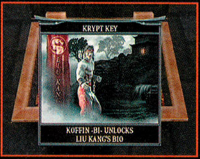

KRYPT KEY
KOFFIN -GP- UNLOCKS
PORTAL ARENA

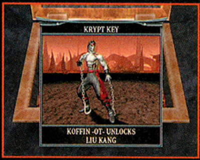

UNLOCKED PUZZLE CHARACTER
BO' RAI CHO

**Don't skip past the valuable items in the Earthrealm village at the start of Konquest mode. The chest containing Kenshi's key is in section C3. Nearby, in section C6, is the key that unlocks Bo' Rai Cho as a Puzzle Kombat character. Head to section D5 to get the key to the Portal Arena. Keep in mind, some chests in Konquest mode appear only at a specific time on a particular day.**

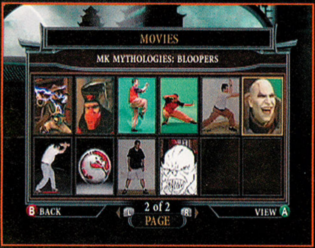
## SHUJINKO'S TRAVELS


KRYPT KEY
KOFFIN -ID- UNLOCKS
SHUJINKO SPEAR ATTACK


KRYPT KEY
KOFFIN -BI- UNLOCKS
LIU KANG'S BIO


KRYPT KEY
KOFFIN -OT- UNLOCKS
LIU KANG

**After completing Konquest mode, Shujinko will be available in Kombat mode. But you can backtrack through the various worlds of the Konquest to unlock remaining items. Head to section A1 in Edenia to defeat Scorpion and unlock Shujinko's Spear Attack. Travel to Earthrealm, and train with Liu Kang's ghost at the White Lotus temple. Visit section H4 in Earthrealm at 4 a.m. to find a chest containing Liu Kang's bio. Return to Edenia (section G8) and look behind Jade's tent at midnight on Friday to unlock Liu Kang.**


MOVIES
MK MYTHOLOGIES: BLOOPERS
B BACK
2 of 2
PAGE
VIEW A

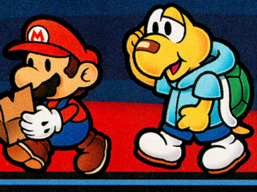
## KONTENT

**Peruse the Kontent section to view all the items you've unlocked. Browse character bios and costumes, as well as arenas and production art, movie clips and photos relating to MK mythology. In addition, you can view any endings you've unlocked and listen to all titles on the game's soundtrack.**

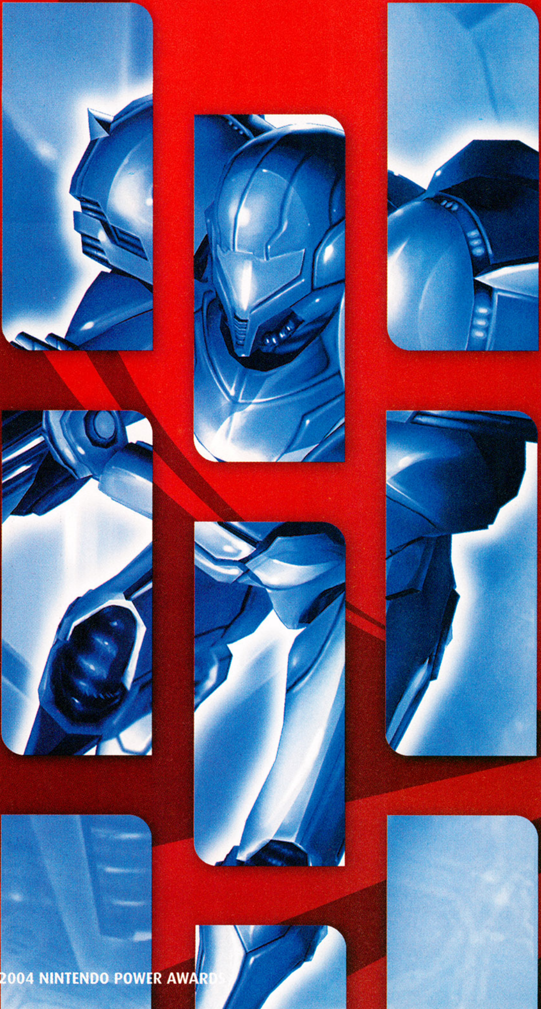
# AN IMMORTAL CLASSIC

With an expanded Konquest mode, interactive arenas and new hara-kiri moves, Deception is the ultimate MK experience. Hard-core fanatics will revel in the depth of content, and new gamers will be inspired to join the fan club. Furthermore, when you want a break from brawling (if you ever do!), two addictive minigames provide hours of extracurricular fun.

# 2004 NINTENDO POWER AWARDS

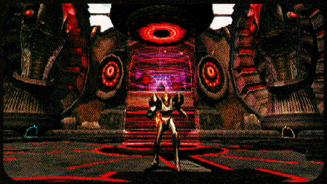


THE RESULTS HAVE BEEN TALLIED, AND WE KNOW ONE BOUNTY HUNTER WHO WON'T BE DISAPPOINTED—WITH STYLE AND GRACE, METROID PRIME 2 ECHOES HAS WALKED AWAY WITH THE LION'S SHARE OF THE AWARDS. AND BEST-MAN HONORS GO TO MARIO FOR HIS GCN AND DS DOUBLE BILLING. READ ON TO SEE ALL THE AWARD RECIPIENTS.



## BEST OVERALL

### METROID PRIME 2 ECHOES

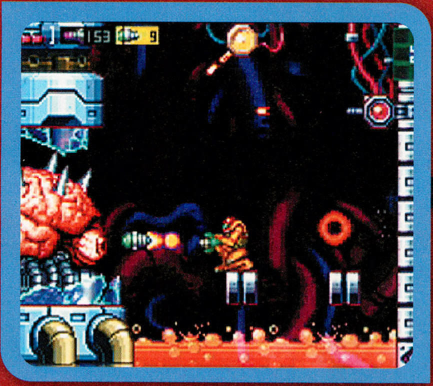


Our favorite bounty hunter once again shows that it's still ladies first in the male-dominated gaming world. Blending masterful gameplay with jaw-dropping visuals, Metroid Prime 2 Echoes achieves a level of quality that other games only dream of.

## GAME OF THE YEAR GCN

1. **Metroid Prime 2 Echoes**
2. Paper Mario: The Thousand-Year Door
3. Tales of Symphonia

It wasn't a landslide, but Metroid Prime 2 outpaced the other contenders by a good margin. Samus's shooter had some stiff competition from a trio of RPGs—Final Fantasy: Crystal Chronicles just missed the podium.



## GAME OF THE YEAR GBA

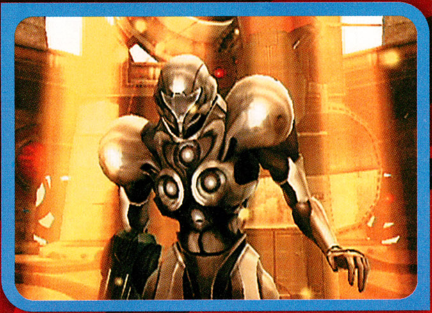
1. **Metroid: Zero Mission**
2. Pokémon FireRed & Pokémon LeafGreen
3. Kingdom Hearts: Chain of Memories

Two pseudo-remakes sit atop the list in one of the closest races. With help from some strong online support, Metroid's retro homage to the original classic barely eked out a win over the most recent Pokémon pairing.

## GAME OF THE YEAR DS

1. **Super Mario 64 DS**
2. Feel the Magic: XY/XX
3. The Urbz: Sims in the City

Despite our pleas for readers to give Feel the Magic a fair shake, Mario and company have left it and all other contenders in the dust. Driven by impressive graphics and expanded gameplay from the original version, Super Mario 64 DS proves that fans still hold the venerable plumber dear.



## BEST GRAPHICS GCN

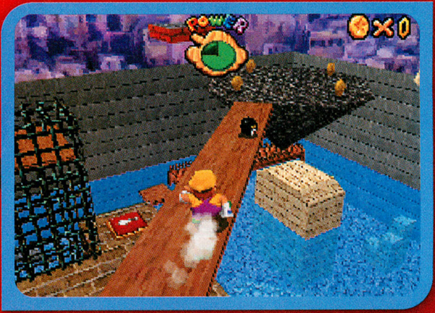
1. **Metroid Prime 2 Echoes**
2. Baten Kaitos: Eternal Wings and the Lost Ocean
3. Final Fantasy: Crystal Chronicles

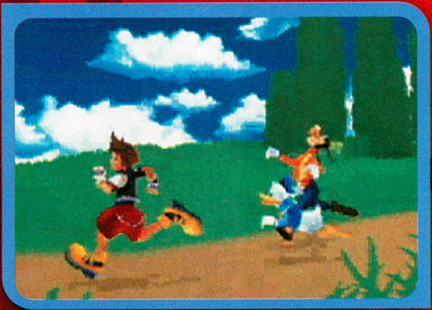
Building on the first Prime game, Echoes leaps smoothly from pure organic to techno-futuristic with the kind of flair only Samus could muster.

## BEST GRAPHICS DS

1. **Super Mario 64 DS**
2. Feel the Magic: XY/XX
3. Spider-Man 2

Before the DS came out, there was a lot of talk about whether it could pull off 3-D. We said the answer would be a resounding yes, and it looks like you agree.





## BEST GRAPHICS GBA

1. **Kingdom Hearts: Chain of Memories**
2. Metroid: Zero Mission
3. Mario Pinball Land

Mix a dash of Final Fantasy with a pinch of Disney, and you're bound to get a stellar-looking game. And how did they squeeze so much full-motion video into such a small pak?

## BEST SOUND GCN

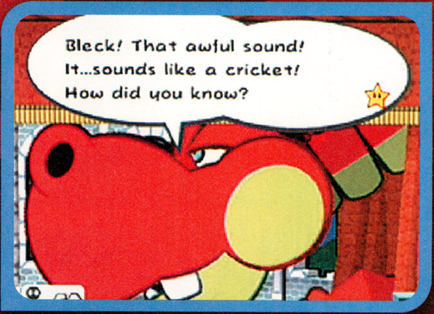
1. **Metroid Prime 2 Echoes**
2. The Lord of the Rings: The Third Age
3. Pikmin 2

Obviously the developers had sound in mind while developing Metroid Prime 2—they subtitled it after an audio effect.

## BEST ORIGINAL MUSIC GCN

1. **Paper Mario: The Thousand-Year Door**
2. Final Fantasy: Crystal Chronicles
3. Tales of Symphonia

This is one category that had us shaking our heads. Don't get us wrong—Paper Mario is a great game, but the music in Crystal Chronicles was brilliant.



Bleck! That awful sound! It...sounds like a cricket! How did you know?

## BEST MUSIC/SOUND GBA & DS

1. **Super Mario 64 DS**
2. Kingdom Hearts: Chain of Memories
3. Final Fantasy I & II

The amazing audio on the DS can get lost in all the hype about the touch screen and wireless play. Super Mario 64 would definitely be a lesser game without it, though.

## BEST RPG/STRATEGY GAME GCN

1. **Paper Mario: The Thousand-Year Door**
2. Tales of Symphonia
3. Final Fantasy: Crystal Chronicles

With more RPGs released for GCN in '04 than in previous years, this category was more competitive than it's been in a while. Mario is taking home the trophy, but not without a fight.

40/40
25/30
×7
×340
20/20
Tactics

Goombella HP 20/20
Koops HP 15/15
Flurrie HP 25/25
ŒOŒOŒOŒO HP 20/20
Vivian HP 20/20
Bobbery HP 30/30

A pro at Headbonking! She looks up enemy stats and HP.

Sergeant 1
Firion 38/ 96 9
Maria 0/ 52 5
Guy 85/ 100 10
Minwu 118/ 216 89

## BEST RPG/STRATEGY GAME GBA

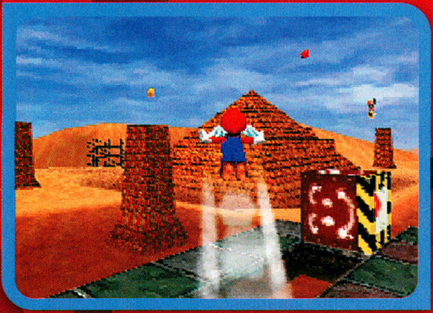
1. **Final Fantasy I & II**
2. Pokémon FireRed & Pokémon LeafGreen
3. Kingdom Hearts: Chain of Memories

In a tight race, Square Enix's double remake held its own. Online voters leaned toward the Pokémon titles, but not enough to sway the selection in their favor.

## BEST ADVENTURE GAME

1. **Metroid Prime 2 Echoes**
2. The Legend of Zelda: Four Swords Adventures
3. Spider-Man 2 (GCN)

Echoes finds the perfect mix between first-person action and immersive adventure—something that few other games have even attempted.



## BEST PLATFORMER

1. **Super Mario 64 DS**
2. Prince of Persia: Warrior Within
3. Sonic Heroes

For years, Mario 64 was considered the king of 3-D platformers. It's nice to see it's still getting the love nearly a decade after it took the gaming world by storm.

## BEST SHOOTER/ACTION GAME

1. **James Bond 007: Everything or Nothing**
2. Viewtiful Joe 2
3. Call of Duty: Finest Hour

Not many people can wear a white tuxedo as well as James can. More remarkable is how good he looks racing flame-spitting motorcycles toward gun-toting terrorists.

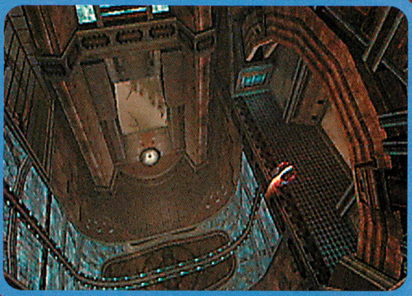
007
3 5
AT-420

2
PAR 3
PIN
157y
7mph
0
4I
Normal

## BEST SPORTS GAME

1. **Mario Golf: Advance Tour**
2. Madden NFL 2005 (GCN)
3. Mario Power Tennis

Okay, so Mario wasn't dressed in plaid pants and a funny hat like we were hoping, but we're pretty sure John Madden was sporting that look.



## BEST LEVEL DESIGN

1. **Metroid Prime 2 Echoes**
2. The Legend of Zelda: Four Swords Adventures
3. Pikmin 2

Wow. In an amazing twist, a dark horse emerges from the pack. What's that? It's already won Game of the Year, Best Graphics and Best Adventure Game? Oh, nevermind.

## BEST CONTROL

1. **Metroid Prime 2 Echoes**
2. The Legend of Zelda: Four Swords Adventures
3. Pikmin 2

The controller configuration is unorthodox for a first-person game, but not many titles allow the player to pull off technical jumping and strafing maneuvers like Echoes does.

P4 took great damage!

## BEST MULTIPLAYER

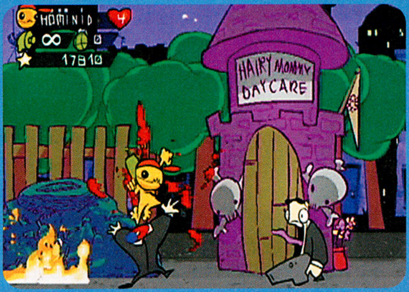
1. **The Legend of Zelda: Four Swords Adventures**
2. Donkey Konga
3. Metroid Prime 2 Echoes

You learn quickly who your friends are in Four Swords Adventures—the guy who keeps stealing your rupees and throwing you into the lava? He's not your friend.

## BEST CUT-SCENES

1. **Final Fantasy: Crystal Chronicles**
2. Metal Gear Solid: The Twin Snakes
3. James Bond 007: Everything or Nothing

Go ahead and deny top honors to 007's Willem Dafoe and Assassin from The Twin Snakes; we'll be hiding under the bed when they come to pay you a visit.



## MOST PLEASANT SURPRISE

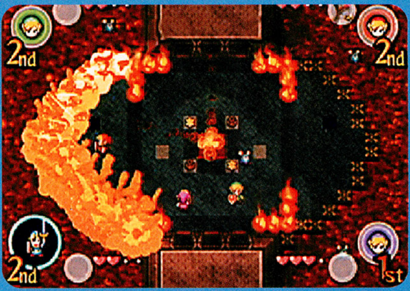
1. **Alien Hominid**
2. Harry Potter and the Prisoner of Azkaban (GBA)
3. Astro Boy: Omega Factor

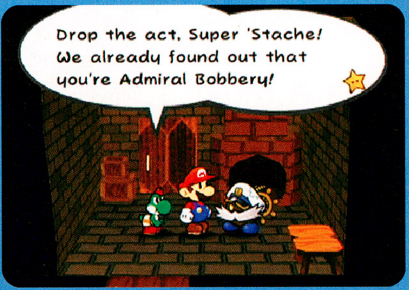
It seems that rumors of the death of side-scrollers have been greatly exaggerated. Alien Hominid and Viewtiful Joe are making a case that 3-D might be against the ropes.

## THE GUILTY PLEASURE

1. **Torturing other players in Four Swords Adventures**
2. Fighting a Bra and Panties match in WWE: Day of Reckoning
3. Running away with the chalice in Final Fantasy: Crystal Chronicles

There's always one player who keeps setting the others on fire long after it stops being funny. Around the NP farm, we call that guy Alan.





Drop the act, Super 'Stache! We already found out that you're Admiral Bobbery!

## BEST NEW CHARACTER

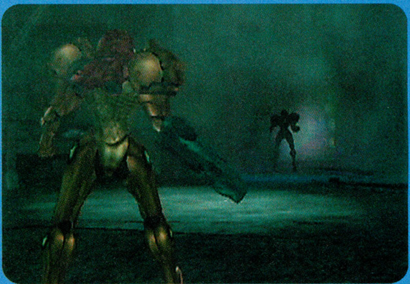
1. **Admiral Bobbery (Paper Mario: The Thousand-Year Door)**
2. Lloyd (Tales of Symphonia)
3. Louie (Pikmin 2)

We could make an "Admiral Bobbery is da bomb" joke here, but we're above that. Unless you count that last sentence. Then we're not.

## BEST VILLAIN

1. **Dark Samus (Metroid Prime 2 Echoes)**
2. Bowser (Paper Mario: The Thousand-Year Door)
3. Mithos (Tales of Symphonia)

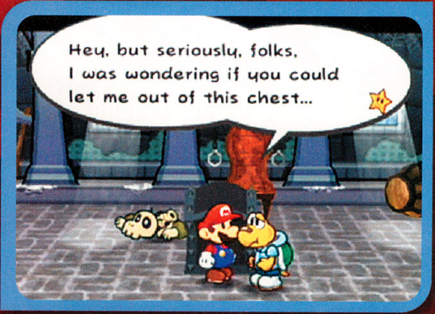
Bowser's antics were comic genius in Paper Mario, but his supporting-actor role ultimately hurt his chances against Samus's mirror-image nemesis.

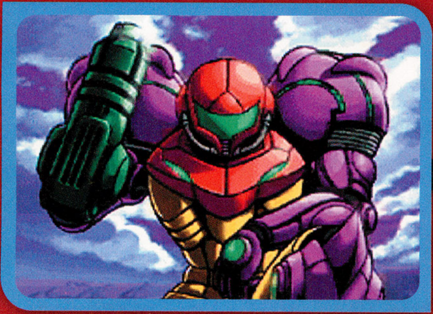


## BEST STORY/WRITING

1. **Paper Mario: The Thousand-Year Door**
2. Tales of Symphonia
3. Kingdom Hearts: Chain of Memories

We loved PM so much we got our pal Nate to give us the insider's perspective on writing it (see vol. 184). He'll be glad to hear that our readers thought just as highly of his efforts.


Hey, but seriously, folks, I was wondering if you could let me out of this chest...



## HARDER THAN COLLEGE: THE GREATEST CHALLENGE

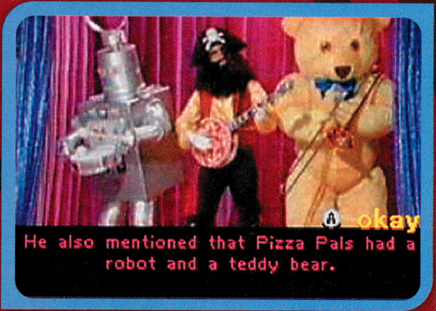
1. **Getting the eighth and final ending in Metroid: Zero Mission**
2. Finishing Metroid Prime 2 Echoes with one Energy Tank and 10 missiles
3. Finishing the Pit of 100 Trials in Paper Mario: TTYD

There were brutally difficult challenges across the board, but lopsided online voting helped propel Zero Mission into the top spot for the annual harder-than-college award.

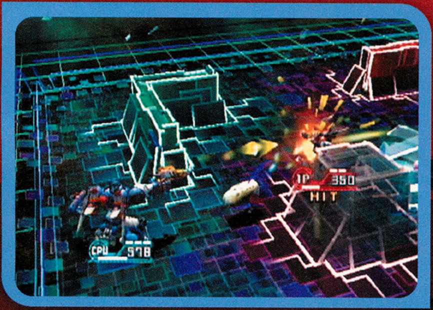
## UGH! THE MOST PAINFUL GAME OF '04

1. **That's So Raven!**
2. Elf
3. Thunderbirds

So maybe Steve was a little harsh on Raven in the nominations, but it looks like you concur that collecting bottled water and beating up A/V nerds isn't all it's cracked up to be.



He also mentioned that Pizza Pals had a robot and a teddy bear.



## BEST FIGHTER/BEAT-'EM-UP online only

1. **Custom Robo**
2. Dragon Ball Z: Budokai 2
3. Def Jam: Fight for NY

Against established franchises like Dragon Ball Z, WWE and Def Jam, Custom Robo had stiff competition. Kudos to the readers for rewarding originality.

## BEST RACING GAME online only

1. **Need for Speed Underground 2**
2. F-Zero—GP Legend
3. Ridge Racer DS

Whether it's rally racing, cop chasing or tuner modding, the Need for Speed franchise has always been top-notch—there's no question Underground 2 deserves the nod.

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4th /4
Completed 0%
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2: Brent
3: Stacey
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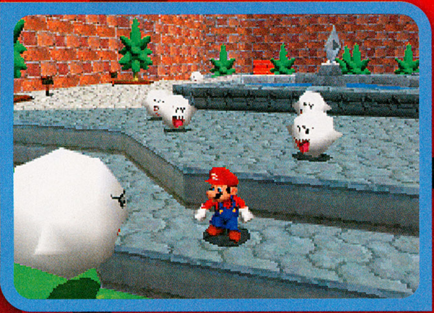


## BEST CLASSIC REVIVAL online only

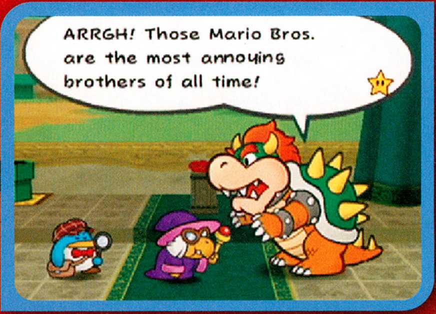
1. **Super Mario 64 DS**
2. The Legend of Zelda (Classic NES Series)
3. Final Fantasy I & II

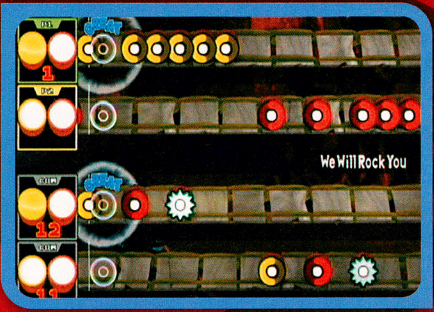
Put your hands together, brothers and sisters! Nintendo's favorite son has returned once again to shine light across the world. Have mercy and say "yeah!"

## MOST MEMORABLE MOMENT online only

1. **Any Bowser stage in Paper Mario: TTYD**
2. Meeting Quadraxis in Metroid Prime 2 Echoes
3. Watching the Ninja slice guards in the hallway in Metal Gear Solid: TTS

Anxiety, obsession, insecurity, rage—a therapist would have a field day with all of the disorders Bowser displayed in Paper Mario.


ARRGH! Those Mario Bros. are the most annoying brothers of all time!


1
We Will Rock You
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11

## MOST INNOVATIVE online only

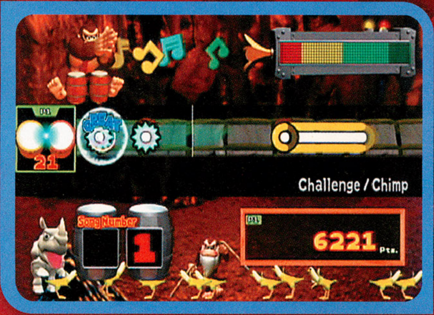
1. **Donkey Konga**
2. The Legend of Zelda: Four Swords Adventures
3. Final Fantasy: Crystal Chronicles

The drum, the most primitive musical instrument in human existence, has been selected as the most innovative product of 2004. Everything comes full circle.

## BEST LICENSED MUSIC GCN online only

1. **Donkey Konga**
2. Tony Hawk's Underground 2: World Destruction Tour
3. The Lord of the Rings: The Third Age

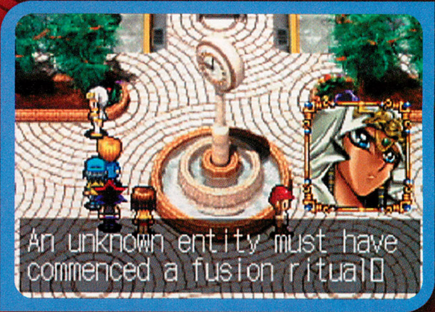
The original idea for Donkey Konga was to record NP staff writer Steven at karaoke night. Sadly, the only track that survived was "On the Road Again."



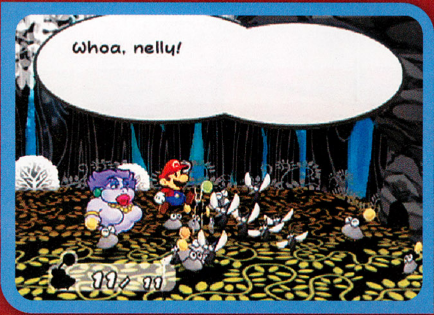
## MOST BIZARRE PLOTLINE online only

1. **Yu-Gi-Oh!: Reshef of Destruction**
2. Ribbit King
3. Mega Man X: Command Mission

We weren't sure what a reshef was, so we looked it up in the dictionary. It came back with the alternate spellings rashes, rushed and wretched. Everybody's a critic.



An unknown entity must have commenced a fusion ritual



Whoa, nelly!

## MOST DISTURBING MOMENT online only

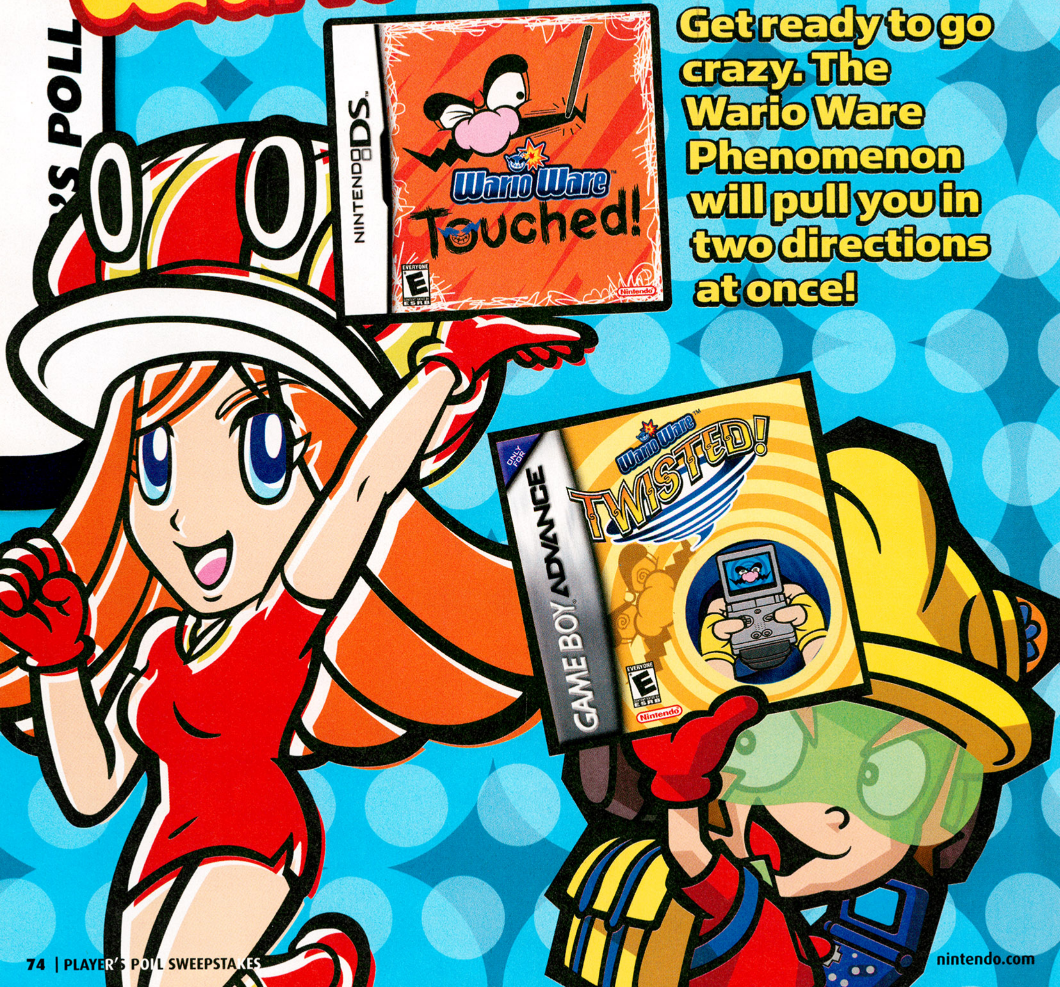
1. **Watching Flurrie bounce around in Paper Mario: TTYD**
2. Watching Ninja slice a dude in half in Metal Gear Solid: TTS
3. Fighting the giant pudding monster in Alien Hominid

Hey-O! We didn't wanna go there, but we really couldn't turn a blind eye to Mario's curvaceous teammate. At least she could sing, as well.

IT WAS A BANNER YEAR FOR NINTENDO'S BIG STARS, WITH SAMUS AND MARIO GRABBING MANY OF THE HEADLINES. WE'RE NOW LOOKING FORWARD TO PLAYING 2005'S MARQUEE GAMES. WILL THE GCN CONTINUE TO PRODUCE TOP-TIER TITLES? (TWO FELLOWS NAMED LINK AND LEON SEEM TO THINK SO.) AND WHICH GAMES WILL PULL AWAY FROM THE PACK IN THE RAPIDLY GROWING DS LIBRARY? ONE THING WE CAN COUNT ON—IT'S GOING TO BE A BLAST FINDING OUT.

# Ware Will Wario Head Next?

**Get ready to go crazy. The Wario Ware Phenomenon will pull you in two directions at once!**


NINTENDO DS
Wario Ware
Touched!
EVERYONE
E
ESRB
Nintendo
ONLY FOR
GAME BOY ADVANCE
Wario Ware
TWISTED!
EVERYONE
E
ESRB
Nintendo

# ENTER FOR A CHANCE TO WIN!

## 1st Prize 10 WINNERS

**You'll wield your stylus like a madman with a copy of WarioWare: Touched! for the Nintendo DS, and see your world turned upside-down with WarioWare: Twisted! for GBA. And since the DS can play both games, we'll throw in one of those, too!**

NINTENDO DS
WarioWare Touched!
GAME BOY ADVANCE
WarioWare TWISTED!
NINTENDO DS

## 2nd Prize 25 WINNERS

**With a copy of each hilariously fun title—Touched! and Twisted!—you'll be soon be playing games with your sanity.**

NINTENDO DS
WarioWare Touched!
and
GAME BOY ADVANCE
WarioWare TWISTED!

## 3rd Prize 50 WINNERS

**Join the ranks of hard-core NP and Zelda fans with our limited-edition '05 T-shirt.**

### YOU CAN'T WIN IF YOU DON'T SEND IT IN!

### Official Sweepstakes Rules

NO PURCHASE NECESSARY. PURCHASE WILL NOT IMPROVE ODDS OF WINNING. Only legal U.S. or Canadian residents (excluding Puerto Rico and Quebec) who are not employees of Nintendo of America Inc. ("Sponsor") or its affiliates (or their immediate families) are eligible to enter. Void where prohibited. To enter, either fill out and mail in the Player's Poll entry form or print your name, address, telephone number and the words "WarioWare Inc." on a 4" x 6" postcard, and mail the entry to this address:

NINTENDO POWER
PLAYER'S POLL VOL. 191
P.O. BOX 97062
REDMOND, WA 98073-9762

One entry per household. To be eligible to win a prize, entries must be completed and received by Sponsor by 5/2/05 ("Entry Deadline"). Sponsor is not responsible for: (a) late, lost, illegible, or misdirected mail; (b) disruptions or damages due to events beyond Sponsor's control; or (c) printing or typographical errors. Entrants consent to being placed on a mailing list for promotional materials. On or about 5/20/05, winners will be randomly drawn from all eligible entries received by the Entry Deadline. Canadian entrants may be required to correctly answer a timed skill testing question to claim a prize. Sponsor will attempt to notify winners by mail by 6/20/05. Prizes not claimed within 14 days after notification or which are undeliverable will be forfeited and will not be awarded to an alternate winner. Unless prohibited by law, winners consent to Sponsor's promotional use of their names, likenesses and other personal information without further compensation. Odds of winning depend on total number of eligible entries received. Many will enter, a total of 85 will win a prize. No transfer or substitution of prizes permitted, except that Sponsor may substitute a prize of equal or greater value for any prize. For a copy of these rules, or (after 6/20/05) a list of winners, send your request to the address above. VT residents may omit return postage. Grand Prize: Ten (10) winners will each receive a Nintendo DS video game system, a copy of WarioWare: Touched! for the Nintendo DS and a copy of WarioWare: Twisted! for the Game Boy Advance. Approximate Retail Value (ARV) of Grand prize package is $220.00 each. Second Prizes: Twenty-Five (25) winners will each receive a copy of WarioWare: Touched! for the Nintendo DS and a copy of WarioWare: Twisted! for the Game Boy Advance ARV: $85.00 each. Third Prizes: Fifty (50) Third Prize winners will each receive a Nintendo Power T-shirt, ARV: $10.00 each. Prizes won by minors will be awarded to a parent/legal guardian on their behalf. All prizes are awarded "AS IS" and WITHOUT WARRANTY OF ANY KIND. All Federal, State, and local taxes associated with the receipt or use of any prizes are the sole responsibility of the winner. Winners will be solely responsible for all shipping, handling, insurance and transportation costs associated with the delivery of any prize. Winners (and if winner is a minor his or her parent/legal guardian) may be required to execute an affidavit of eligibility and release of liability as a condition of award. Affidavit not returned to Sponsor within 20 days after notice, will result in prize forfeiture. By entering, you (and, if you are a minor, your parents or legal guardians) release Sponsor, its parent, and their affiliates, directors, officers and employees (collectively, "Released Parties") from any liability for any claims, costs, injuries, losses or damages incurred in connection with the Sweepstakes or any prize (including those related to personal injury, death, damage to property, and rights of publicity or privacy). IF YOU ARE A MINOR, YOUR PARENTS OR LEGAL GUARDIANS AGREE TO INDEMNIFY EACH OF THE RELEASED PARTIES FROM ANY SUCH CLAIMS, COSTS, INJURIES, LOSSES OR DAMAGES SUFFERED BY YOU. Entrants agree to be bound by these Rules and Sponsor's decisions, which are final. Sponsor may change these Rules and/or suspend or cancel the Sweepstakes at any time if causes beyond Sponsor's control affect the administration of the Sweepstakes or Sponsor otherwise becomes (in its sole discretion) incapable of running the Sweepstakes as planned. Any provision of these Rules deemed unenforceable will be enforced to the extent permissible, and the remainder of these Rules will remain in effect. The Sweepstakes and all accompanying materials are Copyright © 2005 by Nintendo of America Inc.

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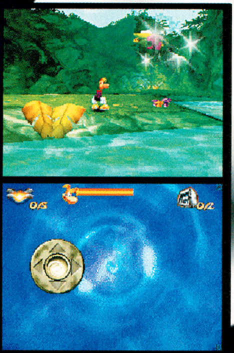
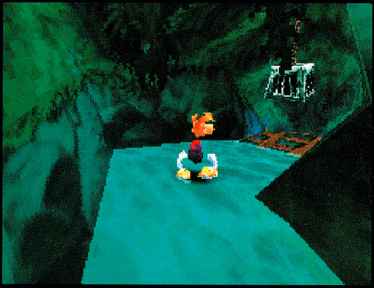
EVERYONE
E
CONTENT RATED BY ESRB
Cartoon Violence
Crude Humor

# Rayman DS

©2005 Ubisoft Entertainment.

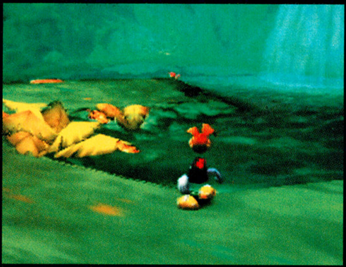
EVERYONE E CONTENT RATED BY ESRB | Mild Violence



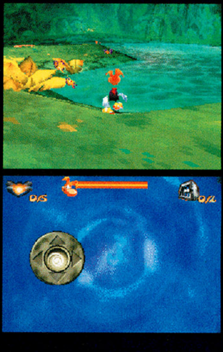


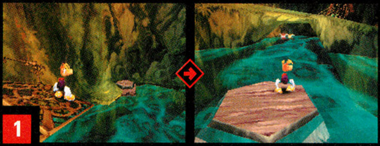
## RAYMAN'S GREATEST COMES TO THE DS

Michel Ancel's Rayman 2: The Great Escape is widely regarded as one of the best 3-D platformers of all time. Rayman DS is a near-perfect port of that N64 classic, which should come as excellent news to fans of Ubisoft's limbless hero. Though it's not the best showcase of the DS's unique features, the mere fact that we can play a game like this on a portable is reason for excitement. To help you get started, we've listed the location of every yellow lum in the game's first seven stages. We recommend getting accustomed to the touch pad's virtual analog stick as quickly as possible—trying to lead Rayman with the digital Control Pad is an exercise in frustration.



Rayman DS looks almost as good as its N64 counterpart, which was one of the most visually stunning games on that console.





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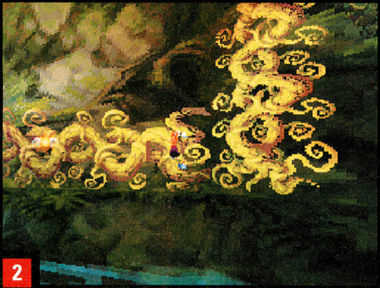

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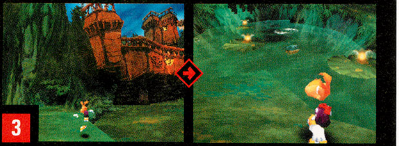

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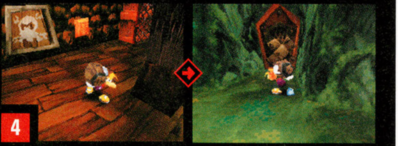

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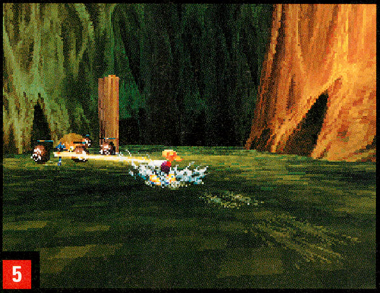

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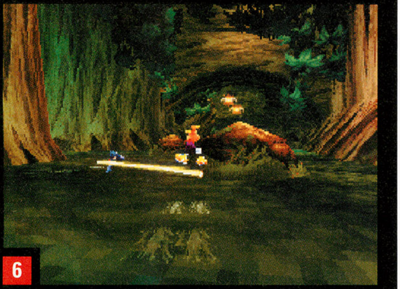


6

# THE WOODS OF LIGHT

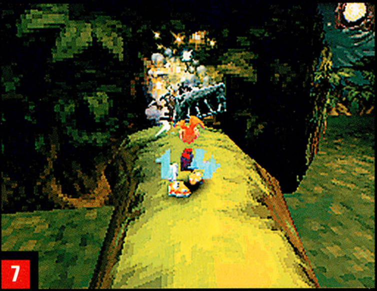
- Once you escape from the pirate ship, follow the stream and smash open the cage at the end. Inside, you'll find the **1st yellow lum.**
- When you snag the first lum, the grid beneath it will fall. Drop and continue along the stream until you spot the **2nd yellow lum** on a ledge to your right.
- Jump to the top of the waterfall to reach the **3rd yellow lum.**
- The **4th yellow lum** is behind another waterfall at the end of the stream.
- Hover across the stream to talk to Globox's kids, then head through the tunnel. To get your hands on the **5th yellow lum**, climb between the walls as Murfy instructs.
- When you reach the top of the cliff, punch the cage that's hanging from the tree to liberate the Teensies. If you've collected all five yellow lums, the Teensies will transport you to The Hall of Doors, which serves as the game's hub.

# THE FAIRY GLADE

- Dive into the water and swim through the tunnel in the cliff opposite the waterfall (be sure to grab the blue lums for air). The tunnel leads to an underwater cavern, where you'll find a cage that holds the **1st-5th yellow lums.**
- Jump on the purple mushroom to reach the **6th yellow lum** and grab onto the vine overhead.
- Shimmy across the vine and proceed until you reach a red switch. Flip it, then follow the bridge on your left to the **7th yellow lum.** The **8th yellow lum** is in a cage at the end of the bridge.
- **1** After you walk through the machine spewing green slime, jump from the bridge on the other end to reach a small grassy platform. If you stand on the adjacent barrel, it will carry you to the **9th yellow lum.**
- **2** In the next area, use the vines to navigate the cliff face. You'll nab the **10th yellow lum** along the way.
- **3** Enter the tunnel to the left of the pirate ship. Inside, you'll find the **11th-15th yellow lums**, as well as a cage containing **yellow lums 16-20.**
- **4** Once you've defeated your first pirate aboard the ship, pick up a keg from the next room and return to the battle site. Throw the explosive at the door there, then bust open the cage on the other side to obtain **yellow lums 21-25.**
- In the room where you found the powder keg, shimmy across the net hanging from the ceiling to nab the **26th** and **27th yellow lums.**
- After you flip the switch next to the second sleeping pirate and head to the next area, you'll come to a hallway with three lasers. Jump past them, then descend the stairs and look to your left. You'll see a net that leads to the **28th** and **29th yellow lums.**
- After you rescue Ly, climb back up the net and swing from the purple lum. Jump between the two pipes on the other side to procure the **30th** and **31st yellow lums.**
- In the next area, jump down the hole and use your helicopter to reach the **32nd** and **33rd yellow lums** before landing on the first pipe, where you'll find the **34th yellow lum.**
- Continue your descent. The **35th yellow lum** rests on the next pipe.
- Defeat the pirate on the following pipe, then smash the cage next to him for **yellow lums 36-38.**
- The **39th-48th yellow lums** are inside the cyclones at the end of the level.
- To get your hands on the **49th** and **50th yellow lums**, you'll have to enter The Fairy Glade from The Echoing Cave later in the game.

# THE MARSHES OF AWAKENING

- When you reach the lake, jump onto the exposed tree root to your left and follow it for the **1st yellow lum.**
- After you pass the swinging blade while skiing behind Sssam, jump to flip the switch and nab **yellow lums 2-6.**
- The aforementioned switch will make **yellow lums 7-10** appear. Keep right to snag them.
- When you get past the floating crates, drift left a little bit to slam into three cages. Sssam will then circle the area a couple of times so you can collect the **11th-15th**, **16th-20th** and **21st-25th yellow lums.**
- In the second part of the stage, avoid the first bomb then hit the ramp to your left and land on the wooden planks for the **26th** and **27th yellow lums.**
- **5** When you come to the next set of bombs, hop between them to pick up the **28th-32nd yellow lums.**
- You'll see **yellow lums 33-37** atop a wooden post—jump to grab them.
- **6** After winding through another series of posts, drift right and jump off the first rock jutting out from the water to glide across **yellow lums 38-40.**
- Immediately after collecting the previous lums, stay right and leap over the pirate's boat to steal the **41st-45th yellow lums**, hanging from his fishing rod.
- Jump over the first bomb after the boat to bag **yellow lums 46-50.**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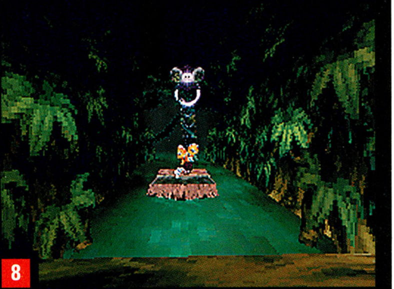
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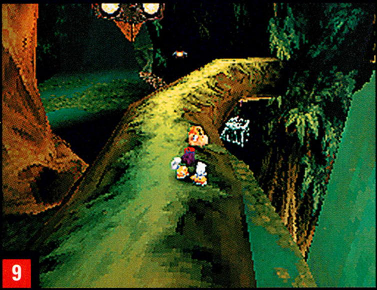
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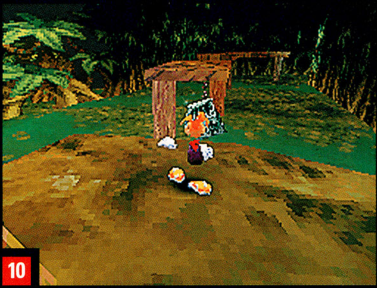
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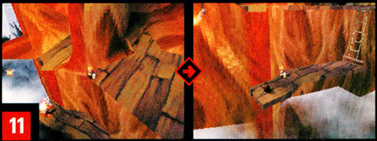
# THE BAYOU

- **7** When you come to the end of the first barrel ride, smash the cage on the tree root to your left. The **1st** and **2nd yellow lums** are trapped inside.
- The second barrel will lead you to a cave where you'll find the **3rd-5th yellow lums.**
- Climb the ladder inside the cave and walk to the end of the plank to nab the **6th yellow lum.** Before you jump for the **7th yellow lum**, shoot the switch on your right to lower the bridge.
- Collect **yellow lums 8-11** as you run across the crumbling bridges.
- **8** Use the purple lum that you liberate from the second cage to swing onto a floating barrel. As you drift downstream, gather **yellow lums 12-16.**
- **9** When you reach the end of the stream, jump onto the narrow landing ahead. Turn right and shoot the cage that's hanging below, then walk to the edge of the landing—the **17th** and **18th yellow lums** should come to you.
- To snare **yellow lums 19-22**, jump from the edge of the aforementioned landing to the bridge below.
- **Yellow lums 23-26** lie on a patch of grass at the end of said bridge.
- After you snag the lums in the previous tip, swing from the purple lum on your left to a grassy knoll. The cage there holds the **27th-29th yellow lums.**
- Jump back onto the main path. You'll find the **30th-33rd yellow lums** on your way to a cave entrance.
- **10** Before you enter the cave, turn around and shoot the cage hanging from the bridge to free the **34th** and **35th yellow lums.**
- The **36th yellow lum** is at the end of a tree trunk rising out of the water in the second part of the level.
- Helicopter from the end of the tree trunk to the ledge on your right. There you'll find the **37th** and **38th yellow lums.**
- You'll find the **39th-41st yellow lums** on a series of narrow ledges with falling barrels.
- Follow the main path until it forks. The left branch leads to the **42nd yellow lum** and a switch. Flip the switch to extend the bridge on the right, then swing from the purple lum at the end. You'll snag the **43rd yellow lum** as you land in the evil-looking tree.
- **11** Once you emerge from the hallway that's filled with blades, lasers and rolling barrels, shoot the cage on the left side of the screen to release the **44th yellow lum.**
- Bounce on the trampolines that are attached to the pipe to collect **yellow lums 45-50.**

# THE SANCTUARY OF WATER AND ICE

- The **1st-3rd yellow lums** are imprisoned in the cage hanging above the dock at the beginning of the level.
- Follow the path along the side of the cliff to collect **yellow lums 4-9.**
- Jump in the water and dive to the bottom. You'll find **yellow lums 10-14** near the entrance to a tunnel.
- **12** Swim through the tunnel to pick up the **15th** and **16th yellow lums.** You'll emerge in a room with a cage that contains **yellow lums 17-19.**
- Swim back to the main chamber and climb the rope ladder for the **20th-23rd yellow lums.**
- After you defeat the next pirate, follow the ramp on the right to **yellow lums 24-28.**
- The path beyond the temple doors leads to the **29th-40th yellow lums.** Be sure to grab all of them before you enter the portal.
- As you navigate the slides, keep an eye out for **yellow lums 41-49.** You'll have to jump to reach some of them.
- **13** After you defeat Axel, look for the **50th yellow lum** on the path that circles around the waterfall. If you walk into the waterfall, you'll exit the level.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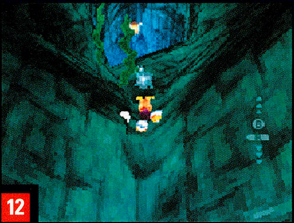
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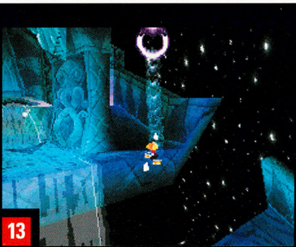
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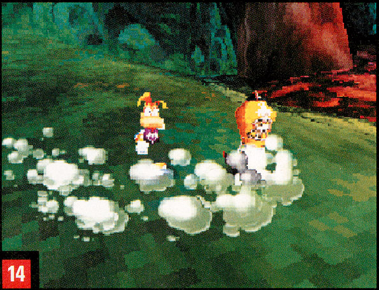
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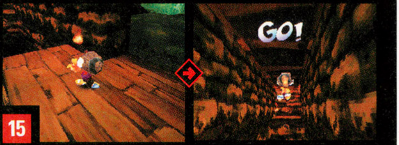

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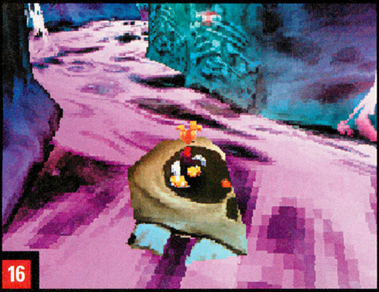
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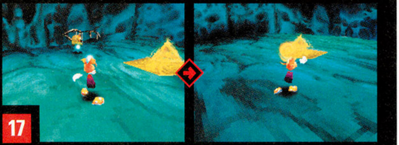
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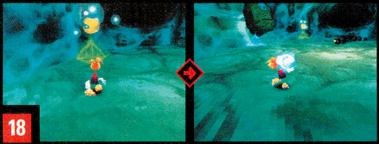
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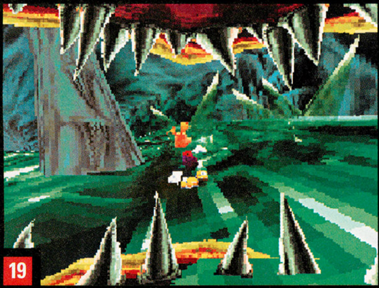
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## THE MENHIR HILLS, PART 1

- At the beginning of the level, you'll find a switch behind one of the rocks. Flip it, then jump down the hole between the other rocks. The cage at the bottom holds the **1st-5th yellow lums.**

14 Evade the walking shell until it comes to a stop, then hop on and ride it across the briar patch. Steer your explosive steed toward the door on the right to reveal a cage (dismount at the last second to avoid taking damage). Imprisoned within are **yellow lums 6-10.**

- Defeat the pirates inside the military academy, then head through the corridor between them. The cage on the table contains the **11th-15th yellow lums.**
- When you exit the academy, you'll find the **16th yellow lum** behind the tree to your right.
- The **17th yellow lum** is on the balcony above the academy exit. To get up there, bounce off the mushrooms and swing from the purple lum.
- Shoot the nearby cage from the aforementioned balcony to seize **yellow lums 18-20.**
- Tame another walking shell and run over **yellow lums 21-23** as you ride through the thorn-filled tunnel. When you reach the bridge, keep right to grab the **24th yellow lum.** You'll find **yellow lums 25-31** on the winding path that follows.

15 When you reach the end of the line with the walking shell, pick up a powder keg and carry it into the adjacent cave. Use the torch inside to ignite the keg and propel yourself across the gap. To bust open the cage on the other side and free the **32nd-34th yellow lums,** pick up a barrel and throw it straight up.

- Go back outside and break down the door at the top of the ramp. The **35th yellow lum** is on the other side.

## THE CAVE OF BAD DREAMS

- Return to The Marshes of Awakening and follow the exposed tree root on the left to enter The Cave of Bad Dreams.
- You'll see the **1st yellow lum** at the end of the initial walkway.

16 Jump across the skulls floating in the river and climb the wall of bone for the **2nd yellow lum.**

- When you get to the end of the river, you'll find the **3rd yellow lum** behind a hand coming out of the wall. Swing from the purple lum nearby to reach another wall of bone, at the top of which lies the **4th yellow lum.** The **5th yellow lum** is on a ledge perpendicular to the wall.
- The **6th** and **7th yellow lums** are in the corridor that follows the falling towers. Jump betwen the pillars at the end of the corridor to reach the **8th yellow lum.**

17 **Yellow lums 9-11** are on the ledge with the yellow pedestal.

- The **12th-16th yellow lums** are at the bottom of the hole that's revealed when you place the sphere on its base.
- In the next chamber, run past the soot creatures and enter the tunnel on the left. The right fork eventually leads to the **17th yellow lum.**
- If you continue along the river, you'll come to the **18th-22nd yellow lums** perched on a series of platforms.

18 Carry the yellow sphere back to the chamber and set it on the corresponding pedestal, then take the left fork in the tunnel. **Yellow lums 23-25** are on a ledge to the right of the first rotating bridge.

- **Yellow lums 26-30** lie just beyond the door that opens when you place the blue and yellow spheres on their pedestals.

19 While you're racing the Guardian, keep your eyes open for **yellow lums 31-35, 36-40** and **41-45.**

- You'll find the **46th-50th yellow lums** atop one of the pillars while you battle the Guardian.

## THE MENHIR HILLS, PART 2

- Follow Clark through the hole he makes in the wall and swing from all four purple lums in the next room to reach a cage containing **yellow lums 36-38.**
- When you exit the academy, stand on the tree stump and swing from the purple lum to reach the cage that holds **yellow lums 39** and **40.**
- Enter the cavern behind the walking shell and climb the wall for the **41st** and **42nd yellow lums.** Break the cage near the top to liberate **yellow lums 43** and **44.**
- Pick up **yellow lums 45-50** as you ride the walking shell through the tunnel.

## THE ESCAPE CONTINUES

305 yellow lums down, 694 to go. Some of them are extremely well-hidden, so be sure to look in every nook and cranny. Better yet, check out the remainder of our yellow-lum walk-through at nintendo.com.

# EPIC CENTER

## EPIC PREVIEW

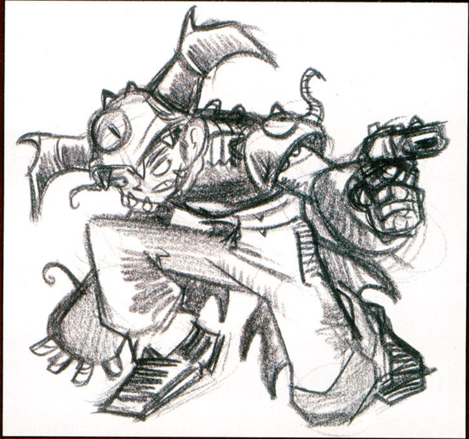
**An Epic Center exclusive! Namco and Wayforward Technologies reveal the big picture about this summer's RPG groundbreaker Sigma Star Saga, and some fuzzy math about weapon combinations.**

## SIGMA STAR SAGA™

### The Star Shines Brightly

Our pals at Namco have been teasing us with enticing tidbits about their GBA shooter-adventure hybrid for a few months now, and we've been dutifully passing along those nuggets to you. Finally, we have the payoff: details about Sigma Star Saga's story, its genre-mixing innovations and anything else that we could pry from the game's creators.

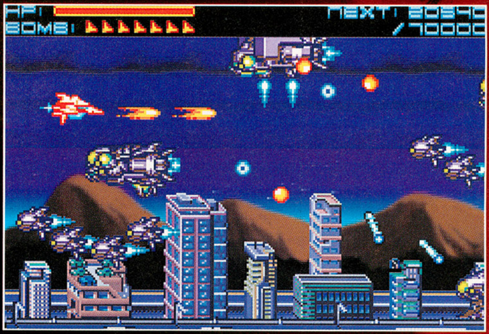
Located in Valencia, California, Wayforward Technologies has made some of the best licensed Game Boy games of the last several years. Unless you're a fan of *Sabrina the Teenage Witch*, *The Scorpion King* or Fisher-Price's Rescue Heroes, you may not have seen their work. But games based on those properties (along with the developer's original Capcom-published title, Shantae) have shown that the company has a good grip on solid gameplay and great animation. In a recent NP visit to Wayforward's offices, creative director Matt Bozon and Namco's producer Phil Cohen gave us the lowdown on their latest.



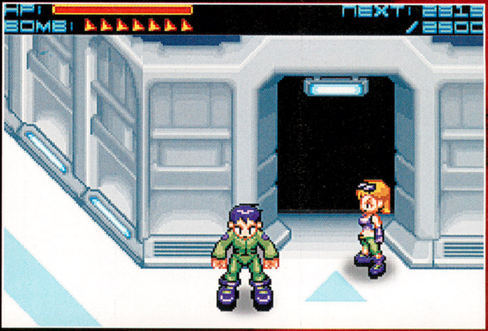
If you've read our previous coveraage, you already know that the game is a sci-fi adventure with a top-down view, but it features both random and scripted battles presented as sideview space-shooter levels. "Most people that play RPGs play other genres as well," says Cohen. "We felt that there's a really good chance to try something new and mesh these two genres together. Just seeing the buzz already on the Internet, people are definitely interested in it. The combination appeals to them. And, of course, everyone is just begging us to [reveal] more about the story."

## A Tale of Two Super Weapons

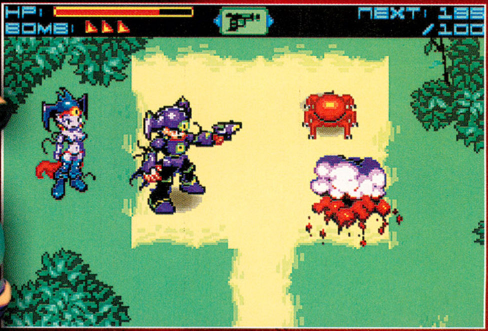
Ahh, the story. We've known for quite a while that player-controlled pilot Ian Recker starts by battling Krill forces who have launched an attack on Earth. What we didn't know is that the Krill are also building what Bozon describes as "A Death Star kind of thing that [the humans] don't know anything about, but they want [Recker] to go find it." To uncover the Krill creation, Recker agrees to travel behind enemy lines as a double agent. Says Bozon, "[Recker's] Earth commander basically kills him, puts him in a state of suspended animation. He wakes up on a Krill ship as a human outcast, an apparent criminal who was thrown out into space." From there, Recker goes about earning acceptance among the Krill leaders so he can discover details about the weapon. Along the way, he learns from his human love interest, Scarlet, that Earth's leaders are also building a secret weapon. That news, coupled with missions involving an alien love interest, causes Recker to consider changing sides. "Players will have a few times where they're convinced that one path is correct only to have it switched on them later," explains Bozon. "There are points where you pretty much have rogue status because the lines of loyalty have blurred so badly."



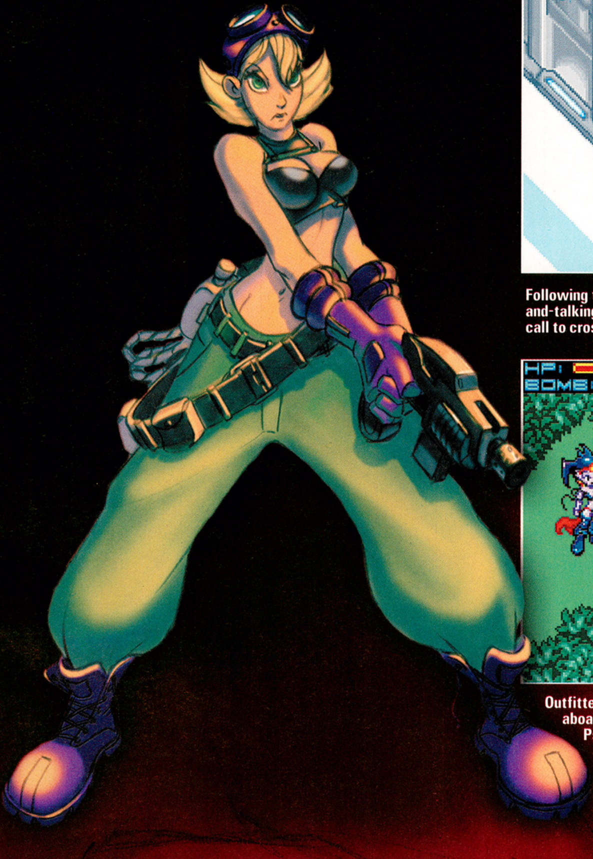
As fighter pilot Ian Recker, you start your adventure by fending off a Krill invasion over an Earth city. It's the first time in generations that the aliens have attacked, and it's just the beginning of a bigger threat.



Following the initial battle, you'll enter the first overhead-view walking-and-talking level, where you'll learn about the Krill weapon and get the call to cross enemy lines.



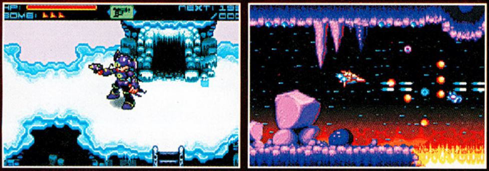
Outfitted in a Krill costume, complete with a device that beams you aboard Krill ships for random space battles, you'll join up with alien Psyme. She has a secret that you'll discover after more meetings.



## Sounds Great. But Is It Really an RPG?

At Epic Center, we're all about RPGs and sims, so our most pressing question about a genre mix like Sigma Star Saga is what exactly makes it a role-playing game. "I usually think what a lot of people call RPGs are really adventure games," says Bozon. "The thing that takes this into RPG territory is leveling up."

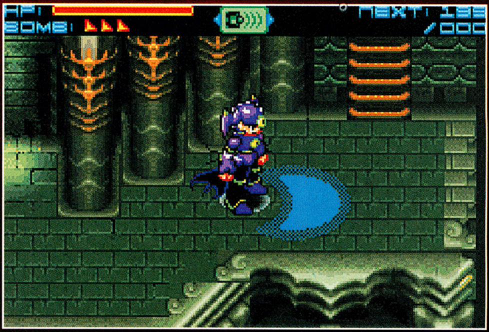
Two main factors relate to increasing your weapons' power for the space-shooter levels. One is the accumulation of Gun Data. As you explore the game's six worlds on foot, you find Gun Data items, which you can use to construct custom ship weapons (more about that later). The other factor deals with fortifying your standard guns and ship defenses. As you defeat enemies in both random space battles and chapter-ending boss battles, your ships and their standard equipment become more powerful. Says Bozon, "The level-up algorithm is similar to the way [Square Enix] rehashed Final Fantasy I, where the experience you accumulate is a little scalable. If you're way behind the curve of experience, you'll get more experience per battle. The experience is going to mount in your favor. [Conversely,] you can level up beyond the level that you're supposed to be [at a given point in the story], but it will become increasingly difficult to do so as you go. The game will try to keep you within about five levels of the target." That may seem limiting for players who like to, in Bozon's words, "harvest experience points" by fighting battle after battle, but it ultimately gives the game a natural flow. "Once we find out more about the pacing [and length] of the story, the leveling up might require some more refining," confesses Bozon. "You don't want players to forget what the story is. So, if it feels like there's 15 hours of entertainment [in the game], I'd rather keep it dense and satisfying than have it [be drawn out] and take 20 hours to play." Even though Bozon wants the game to move at a good clip, he understands that players want to fight for their story rewards. "We want to make sure that they feel like they've earned it."



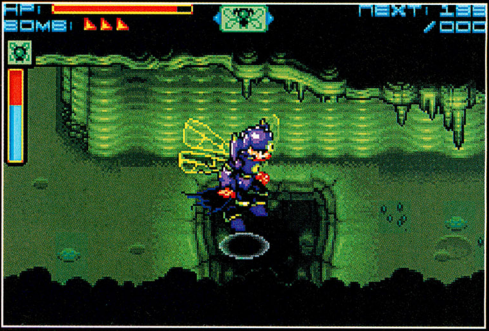
Like many old-school RPGs, Sigma Star Saga has random battles that take you out of the adventure sections. Instead of turn-based monster mashes, though, they're space-shooter levels, in which you can level up your guns.

HP
BOMB
NEXT 185
/000

You'll explore six alien worlds as you search for the truth about the Krill weapon, often discovering Gun Data for your own custom weapons.



Among the tools that you'll find is a scanning device that helps you see and interact with objects under floors and on the other side of walls. You'll use it to open new paths.



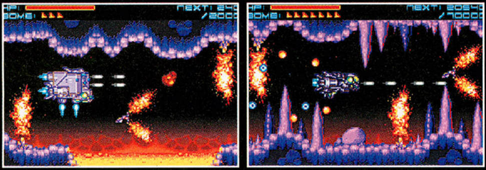
You'll come across several gaping holes in the environment before you have what it takes to cross over them: insectlike wings that lift you into the air just long enough to get to the other side.

In between battles, you'll have the freedom to explore. That's where tools come into play. Drawing inspiration from the Legend of Zelda and Metroid titles, Sigma Star Saga's designers have created six tools, each of which give you the power to overcome an obstacle. With wings, for example, you can fly over holes and between platforms, and with a special projectile, you can clear away mine fields. The acquisition of items gives you access to areas where story elements unfold and where you can find Gun Data. The strongest items, Bozon explains, are "way off the beaten path. If you backtrack to the first planet and go to a place that you might remember from a few hours back, you can get the really good ones."

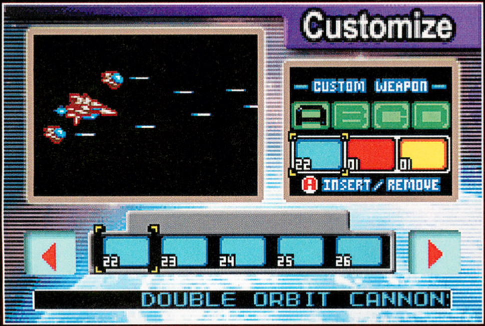
## To Boldly Go Where No Shooter Has Gone Before

Bozon calls Sigma Star Saga's three types of Gun Data—Cannon type, Bullet type and Impact type—"the beginning, middle and end of a weapon." The Cannon type determines the weapon's orientation and trajectory. The Bullet type sets the nature and special properties of the projectile. The Impact type affects what happens once the bullet hits its target. You'll start the game with two of each Gun Data type. By using one of each type to create a custom weapon, you'll have a choice of eight gun combinations right off the bat. As you find more pieces of Gun Data, your options increase exponentially—in fact, the numbers are almost too big to believe. In the game's current design, there are 30 kinds of each Gun Data type. When you factor in all of the possibilities, that means a total of 27,000 gun combinations. Even Bozon didn't believe it, but he confirmed the number with one of the game's programmers. Even if some of the items eventually prove to be problematic and are removed, the game will have thousands upon thousands of customization possibilities.

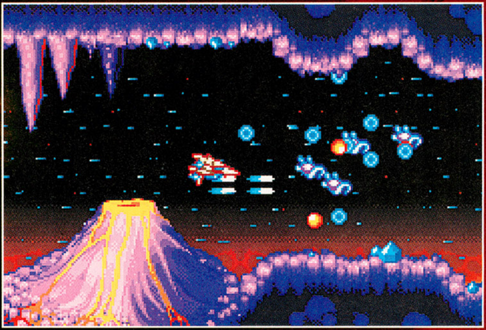
We asked Bozon for some Gun Data examples, and he ran with the question. "The cannons typically have to do with what direction the bullets are firing and in what kind of pattern and velocity. When you start, you'll have a short gun that's slow. Then you get into rapids. Then you get into spread guns—horizontal and vertical shots, ones that shoot in all directions and ones that shoot in bursts." Advanced cannons give your ship up to three satellite nodes that follow a variety of behaviors, either moving with or independent of your ship. Bullet types include large, slow bullets, spiraling bullets, bullets that you can steer, boomerang shots, mines, charge shots and flaming bullets. "What's really nice," explains Bozon, "is when you start combining all of these things you see all of these amazing effects that you can build—ones that we didn't even really know would be available. If you've got the triple node rotating around you and you've got a fire bullet, you're just going to have a swarm of fiery torches around you, covering you like a shield."



The seven vehicle types that you can pilot vary widely in their handling and weapon configurations. Five of them have room for a customized weapon, but two rely soley on what Bozon calls their "pea shooter."



You can use the Gun Data that you collect while walking around planetary environments to create four custom weapons. The combination of cannons, bullets and effects makes for a huge number of posibilities.



Advanced custom weapons produce an overwhelming barrage of firepower. The ability to cycle through four customized guns on the fly means you'll be ready for any situation.

Impact types are the most unusual of the three Gun Data varieties. "The closest thing that I could compare them to is an RPG's magic system," explains Bozon. "That's where all the crazy goodies are. [Impact types cause bullets to] splinter, blow up into shards, create barriers, smolder like a Missile Command explosion. It just lingers in place and keeps detonating." One Impact type, which Bozon calls the Bullet Eater, makes all enemy and friendly bullets disappear from the screen after the 30th impact. Others give you an opportunity to earn extra experience points or screen-clearing bombs. Some Impact types appear to have negative effects, but ultimately help you. One, for example, takes away your firing ability for four seconds after every 10th hit, but once you've lost your ability to fire four times, a bomb effect obliterates every enemy in the area. "We started to look at fantasy games that have fun magic and just did some of the same stuff," Bozon comments.

## The Whole Is Greater Than the Sum of Its Parts

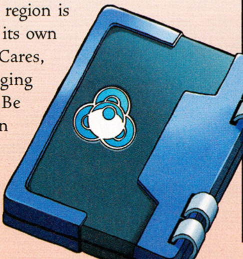
By combining elements from adventure games, space shooters and RPGs, Namco and Wayforward are attempting to create something that is truly unique in Sigma Star Saga. And we say so far, so good. The idea of a story-based exploration game that frequently shuttles you to side-scrolling shooter levels might be a hard sell for some RPG devotees, but if the tuning is right and the story is as compelling as it's shaping up to be, the result could be phenomenally fun. Keep reading NP for more details as this June release gets closer to completion.

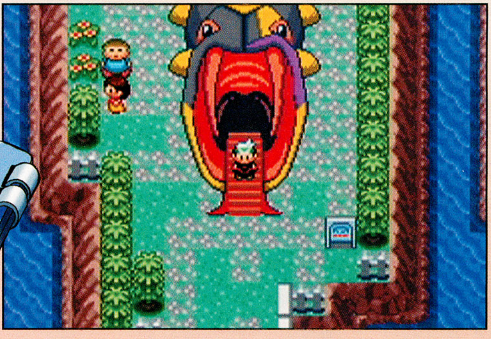
# Pokécenter

***The Battle Frontier is definitely the talk of Pokémon Emerald. This month, we investigate the ins and outs of Hoenn's newest hotspot in anticipation of the game's May 1 release.***

## GET READY FOR THE ULTIMATE CHALLENGE

In Hoenn, there's no more appealing destination than the Battle Frontier. Settled in the tropical archipelago southeast of the mainland, the Battle Frontier is an oasis for the best Pokémon Trainers in the world. Much larger than the Battle Tower from Pokémon Ruby and Sapphire, the region is pretty much self-sustaining—it has its own shops, Pokémon Centers and Day Cares, as well as some of the most challenging battle arenas in Pokémon history. Be sure to stop by the information counter when you first reach the island—the clerk will supply with you with the Frontier Pass (your license to compete in the various areas), as well as a nifty map of the Battle Frontier.

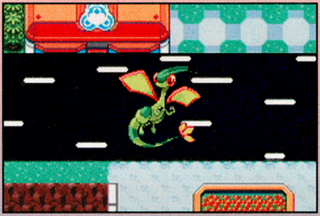




What looks like the gaping maw of a giant Seviper is actually the entrance to one of the Battle Frontier's eerier facilities, the Battle Pike.

## BY INVITATION ONLY

Only the top Trainers in the world are invited to the Battle Frontier—you'll have to achieve Pokémon League Champion status on the Hoenn mainland before heading out. It takes a pretty big boat to brave the seas out to the Battle Frontier, and you probably noticed the *S.S. Tidal* docked in Slateport during your quest—once you defeat the Elite Four, the *S.S. Tidal* will ferry you out to the Trainers' paradise. After your first trip, you can use Fly (HM 02) to get to and from the mainland.

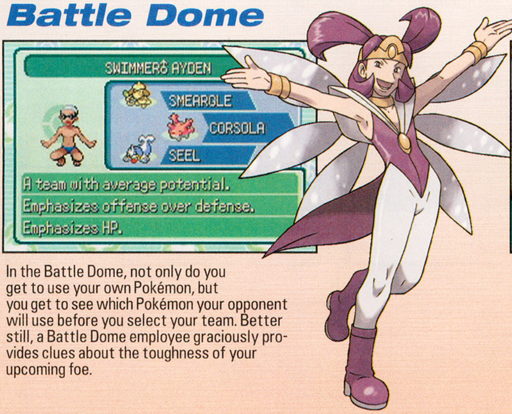


Hello, are you here for the ferry?
May I see your TICKET?

# WHERE THE EXPERTS COME TO PLAY

The highlights of the Battle Frontier are the seven battle facilities. Built specifically with its master Trainer in mind, each area provides a unique combat experience. Despite their pugilistic nature, the seven areas of the Battle Frontier are amazingly well-run. Visiting Trainers can talk to locals hanging out in the lobbies to learn about resident Trainers and tactics. Every location has its own PC, its own rules and a board showing all of the past battle results. Each facility is headed by a Frontier Brain—a powerful Trainer who will test every aspect of your combat skill. As you will see, each place is very different from the next, providing challenges for Trainers of all types. Your victories are memorialized in the form of Frontier Symbols. However, simply beating a Brain is not enough to earn the award—usually you must defeat the same Brain multiple times to earn it. Below are some of the places you won't want to miss during your stay on the island.

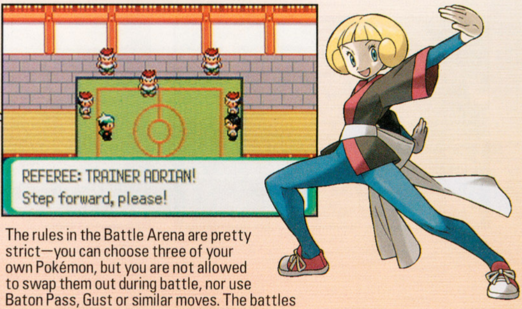
## Battle Dome



SWIMMER♂ AYDEN
SMEARGLE
CORSOLA
SEEL
A team with average potential.
Emphasizes offense over defense.
Emphasizes HP.

In the Battle Dome, not only do you get to use your own Pokémon, but you get to see which Pokémon your opponent will use before you select your team. Better still, a Battle Dome employee graciously provides clues about the toughness of your upcoming foe.

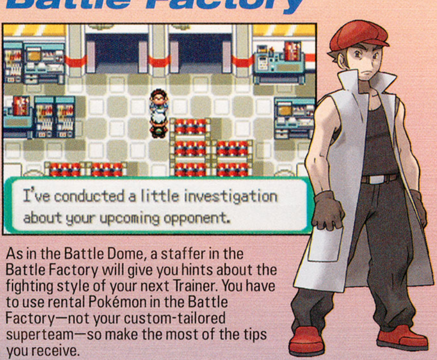
## Battle Arena



REFEREE: TRAINER ADRIAN!
Step forward, please!

The rules in the Battle Arena are pretty strict—you can choose three of your own Pokémon, but you are not allowed to swap them out during battle, nor use Baton Pass, Gust or similar moves. The battles last only three rounds; a judge decides the winner at the end of the contest.

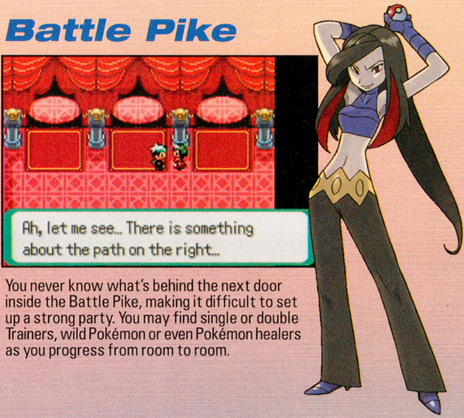
## Battle Factory



I've conducted a little investigation about your upcoming opponent.

As in the Battle Dome, a staffer in the Battle Factory will give you hints about the fighting style of your next Trainer. You have to use rental Pokémon in the Battle Factory—not your custom-tailored superteam—so make the most of the tips you receive.

## Battle Pike



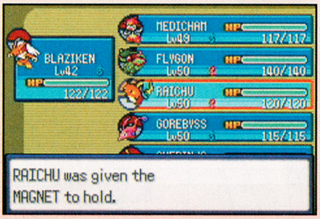
Ah, let me see... There is something about the path on the right...

You never know what's behind the next door inside the Battle Pike, making it difficult to set up a strong party. You may find single or double Trainers, wild Pokémon or even Pokémon healers as you progress from room to room.

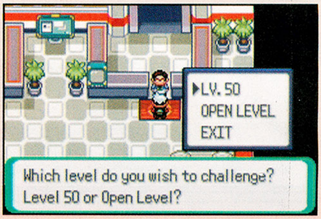
# YOU GOTTA FOLLOW THE RULES

The seven regions in the Battle Frontier are unlike any you've encountered before. Each area has a different set of rules; how to use the rules will make or break your experience. A few guidelines apply to all areas of the Battle Frontier, so keep them in mind when deciding which Pokémon to use. For example, leave your Eggs at home—they're not permitted (and, at any rate, not very useful). Be sure to give each of your Pokémon an item to hold (each one must hold a different item). Berries are particularly useful for healing status conditions, and other held items such as Charcoal can boost attack strength. In some arenas' battles, if both your and your opponent's Pokémon faint in the same turn, you'll automatically be declared the loser, making attacks like Selfdestruct more difficult to use correctly. But in others, a judge will decide the outcome of the contest if all Pokémon on both sides have fainted. Be sure to check the rules of each area before setting up your team. Lastly, every arena allows you to choose a limit on Pokémon levels. If you choose a Level 50 cap, know that all of your opponents' Pokémon will be at exactly Level 50—going into battle against them with lower-level Pokémon will put you at a distinct disadvantage. Open-level battles allow any level of Pokémon to enter—fortunately, the opponents' levels will roughly match those of the Pokémon you enter.

The Tournament Tree will provide several kinds of data.♥



RAICHU was given the MAGNET to hold.

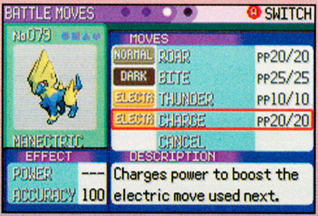

▶LV. 50
OPEN LEVEL
EXIT

Which level do you wish to challenge? Level 50 or Open Level?

# THERE'S NO I IN POKéMON

Proper Pokémon selection is the key to many of the Battle Frontier's challenges. Often, you must enter fights with only a handful of Pokémon, either your own collection or from a pool of rental Pokémon. Therefore, it is critical to choose Pokémon that can handle a wide array of challenges. As a result, you'll frequently have two Pokémon in your party whose strengths and weaknesses are complete opposites. For example, having a strong Electric-type Pokémon like Manectric, who handles Water-type and Flying-type enemies deftly, along with Gyarados, a Water-and-Flying-type that crushes Ground-type Pokémon (a natural enemy of Electric-types), makes you strong against virtually any opponent's Pokémon pairings. Of course, there are many combinations like this–savvy Trainers can find good type matches in their sleep. Having a diverse collection of Pokémon at the ready is of paramount importance; if you haven't been building up all of your Pokémon (not just your handful of favorites), you'll probably run into trouble in the Battle Frontier.

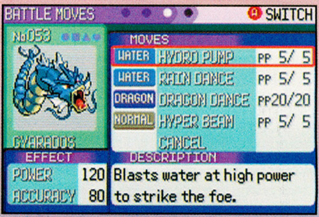
CORPHISH Lv50
MANECTRIC Lv49
127/127
MANECTRIC used THUNDER!



MOVES
NORMAL ROAR PP20/20
DARK BITE PP25/25
ELECTR THUNDER PP10/10
ELECTR CHARGE PP20/20
CANCEL

EFFECT
POWER ---
ACCURACY 100

DESCRIPTION
Charges power to boost the electric move used next.



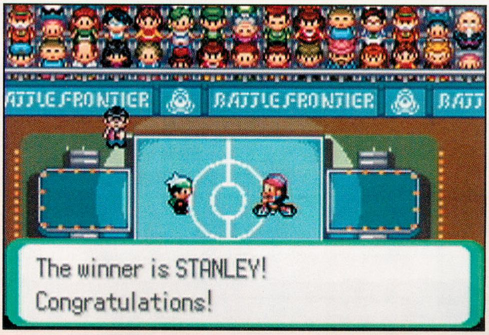
MOVES
WATER HYDRO PUMP PP 5/ 5
WATER RAIN DANCE PP 5/ 5
DRAGON DRAGON DANCE PP20/20
NORMAL HYPER BEAM PP 5/ 5
CANCEL

EFFECT
POWER 120
ACCURACY 80

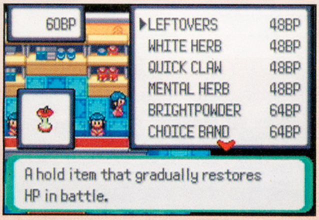
DESCRIPTION
Blasts water at high power to strike the foe.

## GET TO THE POINT

The Battle Frontier, unlike the mainland, uses a form of currency called Battle Points. You earn Battle Points by competing in the multitude of competitions around the Frontier, and they don't come easy. There are several places to exchange Battle Points on the island—check out the Exchange Service Corner to purchase furnishings for your hideout, a variety of held items and skill-increasing products such as Calcium and Protein, which you can find for a good price. Additionally, for the right price a couple of ladies will teach your Pokémon a repertoire of fantastic moves. Don't worry about all the money you've earned on the mainland—it'll still buy you rejuvenating supplies at the Battle Frontier's Pokémart. A few items are offered both in the standard Pokémart and in the Exchange Service Corner—it's up to you to determine which is the better deal, depending on how much money or BP you have.

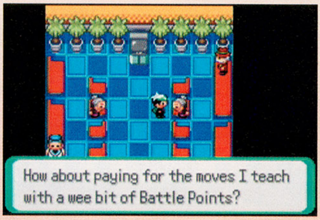


The winner is STANLEY!
Congratulations!


60BP

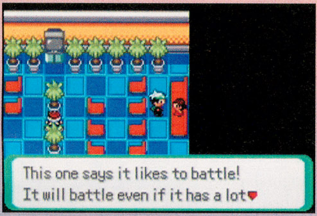
| | |
|---|---|
| ▸LEFTOVERS | 48BP |
| WHITE HERB | 48BP |
| QUICK CLAW | 48BP |
| MENTAL HERB | 48BP |
| BRIGHTPOWDER | 64BP |
| CHOICE BAND | 64BP |

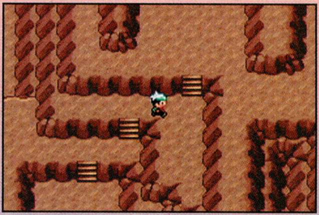
A hold item that gradually restores HP in battle.

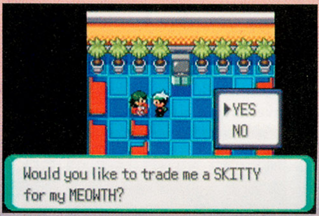

How about paying for the moves I teach with a wee bit of Battle Points?

## OTHER ISLAND ATTRACTIONS

Beyond all of the establishments that one would expect to see in a thriving community, there are several locations of note in the Battle Frontier. Speak with the residents on the island—they're eager to help you. For example, you may come across a young lady who has the ability to look directly into your Pokémon's souls and see exactly what they're thinking. Or you may bump into a Trainer looking to trade Pokémon with you. If you wander off the beaten path, you could find yourself deep within a cave full of Pokémon you aren't able to catch anywhere else. The Battle Frontier isn't just about honing your battle skills—there's no shortage of adventures on the expansive island.


This one says it likes to battle!
It will battle even if it has a lot





Would you like to trade me a SKITTY for my MEOWTH?

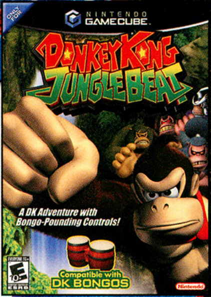
# NOW PLAYING

## POWER GUIDE TO THE LATEST RELEASES MAY 2005

★★★★★ EXCELLENT ★★★★ GREAT ★★★ GOOD ★★ SO-SO ★ POOR

## DONKEY KONG JUNGLE BEAT

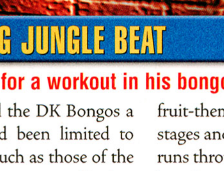
**DK goes bananas for a workout in his bongo-driven, beat-crazy adventure.**


ONLY FOR
NINTENDO GAMECUBE
DONKEY KONG JUNGLE BEAT
A DK Adventure with Bongo-Pounding Controls!
EVERYONE 10+
Compatible with DK BONGOS
Nintendo

It would have been easy to label the DK Bongos a novelty if their application had been limited to music-centered rhythm games, such as those of the Donkey Konga series. But along comes Donkey Kong Jungle Beat—a drumming-and-clapping adventure that explores all-new territory in rhythm gaming. The DK Bongos act as directional controls. When you hit both bongos at the same time, DK jumps. When you clap, DK attacks. As you advance, you learn to make the mighty monkey wall-jump, swing from vines, toss items and pull off midair combos. Your feats earn you beats, and your beat total serves double duty as a health meter and an end-of-the-level reward calculator. As you reach beat milestones, you earn crests that unlock the game's 16 fruit-themed worlds (each with two adventure stages and a boss stage). You'll likely have to repeat runs through early worlds to reach advanced areas, but the practice prepares you for the terrifically challenging late levels.

The controls are easy to learn. However, it takes time to develop the same sense of precision control that you have over platformers that use only the standard GCN controller.

**COMMENTS:** **Chris**—It's hard to put into words the way one reacts mentally while playing this game—it's so intuitive it's like your brain is moving the big ape directly. **Steven**—In my fantasy life, there are already ten sequels planned for DKJB; in reality, it probably depends on whether enough gamers get behind what's easily the most original platformer in years. **Steve**—When I first heard about DKJB, I dismissed it as a gimmick. The game is absolutely brilliant, though. It's both comfortingly familiar and unique.



- Nintendo 3
- 1 player
- DK Bongos recommended but not required

| | |
|---|---|
| ANDY | ★★★★½ |
| CHRIS | ★★★★½ |
| GEORGE | ★★★★½ |
| STEVE | ★★★★½ |
| STEVEN | ★★★★★ |

EVERYONE 10+ E 10+ CONTENT RATED BY ESRB
Cartoon Violence

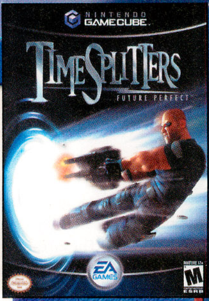
## TIMESPLITTERS: FUTURE PERFECT

### A Free Radical approach to the FPS: give players what they want, and lots of it.

Free Radical is on a roll. As if Second Sight (published by Codemasters) weren't enough to keep our trigger fingers happy, the innovative developer has returned to its FPS roots to bring us the GCN's deepest and funniest shooter. TimeSplitters: Future Perfect (the third in the TimeSplitters series and the first published by EA) puts you in the shoes of time-traveling hero Cortez as he bounces between the 20th and 25th centuries in a quest to track down a history-altering bad guy. Unlike in Second Sight, the story is not a crucial component of the game, but it's a good excuse for time travel. A gimmick that EA has made some noise about is Cortez's ability to meet himself by way of a time loop. It's an interesting tangent, but it doesn't have a huge impact on gameplay. Making a much larger impact is your ability to move objects in midair by way of a device inspired by Second Sight's psychic abilities.

Much of the game's humor comes from the period characters (such as a hip 1960s cop) that Cortez teams up with—characters that a second player can control in the two-player split-screen co-op campaign. The game has great variety, too—a collection of armed vehicles that you can use to run past or over baddies, missions that let partners provide cover for each other by using sniper tactics, dozens of Arcade- and Challenge-mode scenarios, and the very thorough Mapmaker mode.

**COMMENTS:** **Alan**—Hilarious, challenging and a true joy to play. **Steve**—Future Perfect doesn't break any new ground in the genre, but it has an excellent sense of humor, and the time-travel theme allows for lots of diversity in the weapons and settings. **Andy**—The lack of jumping is the missing piece in an otherwise perfect title.



- EA 7
- 1 to 4 players simultaneously

| | |
|---|---|
| ALAN | ★★★★★ |
| ANDY | ★★★★ |
| CHRIS | ★★★★½ |
| STEVE | ★★★★ |
| STEVEN | ★★★★½ |

MATURE 17+
M
CONTENT RATED BY ESRB

Blood and Gore
Violence

## FIGHT NIGHT: ROUND 2

### Knockout graphics and fist-swinging control hit hard in EA's excellent boxer.

The GCN-exclusive inclusion of Nintendo's Super Punch-Out!! in EA's Fight Night: Round 2 is more than just a value-adding bonus. It's an acknowledgement that fun, intense gameplay starts with solid control. The Punch-Out!! series dazzled NES and Super NES fans with its responsiveness and deep focus on boxing basics: punching, blocking and ducking. Fight Night: Round 2 adopts that same approach and puts it in a much more realistic setting. Using a combination of real-life boxers (Bernard Hopkins, Joe Frazier and Evander Holyfield, among more than 30 others) and a roster of fictional fisticuffs masters, the game simulates your transition from amateur to professional status and a long climb up the ladder to a title fight. By using the Control Stick for movement and the C Stick for punching, the game gives you direct and immediate control. After a few warm-up fights and training sessions, the controls become second nature and you can duck, lean and swing at will.

The look of the game is flawless; especially the character modeling and animation (even the facial animation in reaction to the punches was motion-captured). There's a shortage of arenas, and only one real-life venue (Staples Center), but the game scores big in the most important areas.

**COMMENTS:** **Steve**—The punches have a brutally tactile feel unmatched by any other boxing game. **Alan**—For the first few hours, I was completely enthralled with Fight Night. Unfortunately, boxing is a pretty one-note sport, and the game got old fast. **Chris**—The career mode is far too easy, at least at the beginning. I moved up too fast in the ranks without really knowing what I was doing.

NINTENDO GAMECUBE
Nintendo Punch-Out!!
EA SPORTS
FIGHT NIGHT
ROUND 2
TEEN T

- EA 8
- 1 to 2 players simultaneously

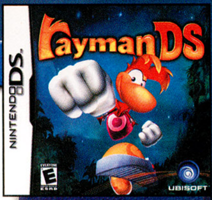
| | |
|---|---|
| ALAN | ★★★★ |
| ANDY | ★★★★ |
| CHRIS | ★★★★ |
| GEORGE | ★★★★½ |
| STEVE | ★★★★ |

TEEN
T
CONTENT RATED BY ESRB

Blood
Mild Language
Suggestive Themes
Violence

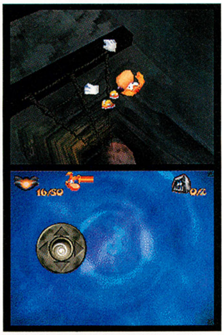
# RAYMAN DS

**Ubisoft's platforming luminary hops onto the DS with a bright, shiny adventure.**



- Ubisoft/256 Megabits
- 1 player

Lush, colorful backgrounds, detailed characters and stylish animation are mainstays of the Rayman series. You always know that a Rayman game is going to look great, and the character's DS debut delivers masterfully in that area. Based on 1999's Rayman 2: The Great Escape (originally released for the N64), Rayman DS is an impressive 3-D platformer with lots of splashy graphic touches. As the protagonist searches for his pal Globox, pounds on pirates and collects Yellow Lums, he bounces through dozens of stunning environments, including a jungle, a bog and an icy tundra.



Though the gameplay is standard 3-D platforming fare, Rayman's jumping and punching antics are well-designed and entertaining—challenging without being frustrating.

If there's a flaw in Rayman DS, it's that the game makes little use of the DS's touch sensitivity. The lower screen displays the hero's health bar, the collected items for the current area and an analog controller. You can make Rayman move by rolling your thumb over the onscreen controller, and theoretically get more variable control than you would by using the DS's Control Pad, but the latter proves to be easier to use and much more reliable.

**COMMENTS:** **Steven**—Super Mario 64 DS set a high bar for DS-ified N64 classics; sadly, Rayman DS doesn't alter the gameplay, include new worlds, or throw in any surprises. **Steve**—Rayman 2 is one of my favorite platformers of all time, but this port suffers somewhat from the DS's lack of an analog stick. If you didn't have a problem getting used to Super Mario 64's touch-screen controls (I did), this is a must buy. Otherwise, you might get too frustrated to enjoy it.

ALAN ★★★½
CHRIS ★★★½
GEORGE ★★★½
STEVE ★★★½
STEVEN ★★★½

EVERYONE E CONTENT RATED BY ESRB
Mild Violence

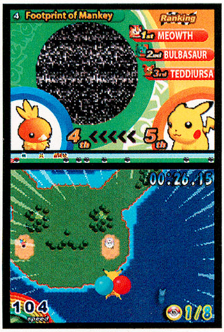
# POKéMON DASH

**Speedy creatures put your stylus-swiping skills to the test in a light racer.**

Pokémon Dash
NINTENDO DS

- Nintendo/128 Megabits
- 1 to 6 players simultaneously
- Multi Game-Card link

Pokémon are on the run in Nintendo's fast and wide-open Pokémon Dash. A pack of six Pokémon run through three sets of 25 courses each. As you push your creature along by rubbing your stylus on the touch screen, you can advance over fields and through forests; your goal is to run over Poké Ball symbols in order. A radar view on the top screen shows the relative location of each symbol. Getting to them is not always as easy as running in a straight line, though, as obstacles often get in the way. You can run around the obstructions or search for balloons that will send you airborne. Once you've lined up your flying Pokémon with its destination, you can dive by tapping its balloons. The racers are Pikachu, Torchic, Teddiursa, Meowth, Bulbasaur and Munchlax (Snorlax's new pre-evolved form), all of whom have identical running abilities. In a single-player game, you always play as Pikachu, but multiple players can choose different Pokémon.



While gameplay can be a tad tedious—it's running and limited flying from start to finish—the course variety is strong. By plugging a Pokémon Ruby, Sapphire or Emerald game pak in the DS's GBA slot, you can open a special set of courses that are shaped like the Pokémon in the pak's party—a feature that will have you configuring new parties for the chance to race on hundreds of courses.

**COMMENTS:** **Steven**—Though a stylus-driven dash game is a natural, Pokémon Dash doesn't have the laughs to keep me interested; it has lots of Pokémon, however, so megafans will likely be captivated. **Andy**—Controlling Pikachu with stylus strokes is actually quite fun, but as a racing game, Dash isn't fully realized.

ANDY ★★★
CHRIS ★★½
GEORGE ★★★
STEVE ★★½
STEVEN ★★★

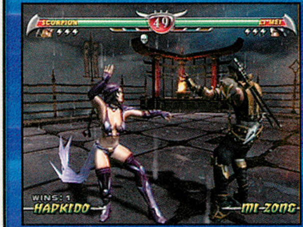
EVERYONE E CONTENT RATED BY ESRB

### MORTAL KOMBAT: DECEPTION

- Midway 58
- 1 to 2 players simultaneously

MATURE 17+

Blood and Gore
Intense Violence



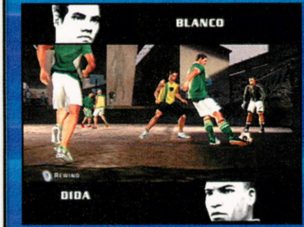
Improving on one of the best one-on-fighting franchises in the business, Mortal Kombat: Deception adds environmental traps and GCN-exclusive characters to its Kombat mode, along with Chess Kombat (in which you assign MK characters to a chess board), Puzzle Kombat (a two-player falling piece puzzle game) and Konquest mode (a full-fledged adventure). The map-navigating controls are touchy in the Konquest, but as an additional mode, it's quite impressive.

| | |
|---|---|
| ALAN | ★★★★ |
| CHRIS | ★★★½ |
| GEORGE | ★★★★ |
| STEVE | ★★★ |
| STEVEN | ★★★★½ |

### FIFA STREET

- EA 4
- 1 to 4 players simultaneously

EVERYONE



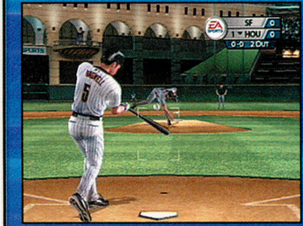
Offensive play is well-balanced in EA's three-on-three street soccer game. However, defense is a tad frustrating when you lose control over your athlete during the opposition's trick plays. Rule the Street mode allows you to build your squad in Friendlies, then take on top players in 10 knockout tournaments—one for each street pitch. It's not as elaborate as NBA Street V3's Street Challenge mode, but it does the job. The game's a great pickup for casual soccer fans.

| | |
|---|---|
| ALAN | ★★★ |
| ANDY | ★★★½ |
| CHRIS | ★★★ |
| GEORGE | ★★★★ |
| STEVE | ★★★ |

### MVP BASEBALL 2005

- EA 524
- 1 to 2 players simultaneously

EVERYONE



The core gameplay improvements over last year's MVP Baseball are little more than tweaks (a flash of color that reveals the pitch type and tighter pitching control), but the new Owner mode, with its ballpark-development options, is a deep-featured addition. Futhermore, franchise expansion that includes single-A teams gives you more players, and three minigames allow you to season your players. If you play single-player modes primarily, the 2005 version is worth the upgrade.

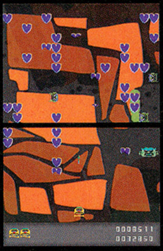
| | |
|---|---|
| ALAN | ★★★★½ |
| ANDY | ★★★★½ |
| CHRIS | ★★★★½ |
| GEORGE | ★★★★½ |
| STEVE | ★★★★½ |

### RETRO ATARI CLASSICS

- Atari/128 Megabits
- 1 to 4 players simultaneously
- Multi Game-Card Link

EVERYONE

Violence



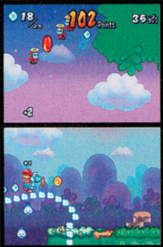
There's no denying Atari's place in pop culture. The Atari joystick icon and the company's classic games—Pong, Asteroids, Centipede, Missile Command, etc.—are well-known even to the most casual gamers. Atari builds on that popularity with its Retro Atari Classics, a collection of 10 top-tier titles from the late '70s and early '80s, presented both in their original art styles and in revamped styles developed by established graffiti artists. The games that have vertical layouts use both screens to show the entire field. The others use a single screen for the action and the second screen for interface elements. Touch control is spotty for certain games, but the Control Pad is a reliable backup.

| | |
|---|---|
| ALAN | ★★½ |
| CHRIS | ★★★ |
| GEORGE | ★★★½ |
| STEVE | ★★½ |
| STEVEN | ★★★ |

### YOSHI TOUCH & GO

- Nintendo/128 Megabits
- 1 to 2 players simultaneously
- Single Game-Card Link

EVERYONE



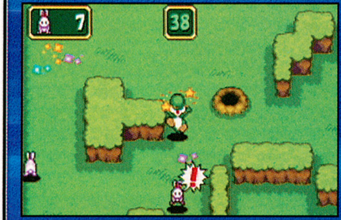
With its cheerful hand-drawn graphics, simple gameplay and pairing of Yoshi with Baby Mario, Yoshi Touch & Go may appear to be designed for very young players, but it is deceivingly complex and addictive—as any good pick-up-and-play action-puzzle game should be. After an opening level in which you guide the falling infant by drawing clouds to form slides and encircle flying enemies, the rest of each of the game's five modes have you helping Yoshi collect coins and defeat enemies in automatically side-scrolling levels. The trick is to draw cloud paths while you instruct the dinosaur to jump and fire eggs at the same time, while facing cloud-dispersing gusts and wide gaps—tough, but fun.

| | |
|---|---|
| ANDY | ★★★★ |
| CHRIS | ★★★ |
| GEORGE | ★★★★ |
| STEVE | ★★★ |
| STEVEN | ★★★★ |

## MARIO PARTY ADVANCE

- Nintendo/64 Megabits
- 1 to 4 players simultaneously and alternating
- Single-Pak Game Link
- Multi-Pak Game Link

EVERYONE E



GBA

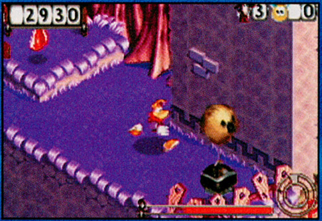
The Shroom City board game is a single-player adventure that will capture the imaginations of young players, but may be a little elementary for others. The 50 unlockable minigames, however, are loads of fun for players of all ages, and they work for multiple players. Sixty additional unlockable gadgets are similar to the WarioWare: Twisted! souvenirs—some are interactive. Others are oddities.

**ANDY** ★★★½
**CHRIS** ★★½
**GEORGE** ★★★½
**STEVE** ★★½
**STEVEN** ★★★★

## RAYMAN: HOODLUM'S REVENGE

- Ubisoft/64 Megabits
- 1 player

EVERYONE E
Comic Mischief
Mild Cartoon Violence



GBA

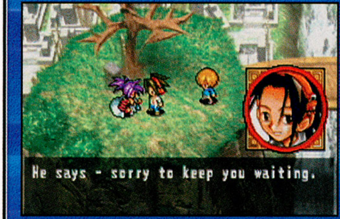
Previous Rayman GBA titles have been right in the limbless hero's side-scrolling-platformer area of expertise, but Hoodlum's Revenge tries an isometric view on for size. The game gets around isometric-angled fighting issues by incorporating an auto-targeting feature, but it still suffers from orientation problems in areas where there are tall platforms. Pacing and unlockables are top-notch.

**ANDY** ★★½
**CHRIS** ★★½
**GEORGE** ★★★½
**STEVE** ★★★
**STEVEN** ★★★½

## SHAMAN KING: LEGACY OF THE SPIRITS—SOARING HAWK/SPRINTING WOLF

- Konami/128 Megabits
- 1 to 2 players simultaneously
- Multi-Pak Game Link

EVERYONE E
Mild Violence



He says - sorry to keep you waiting.

GBA

Shaman Yoh Asakura summons the power of samurai Amidamaru and dozens of other spirits in two turn-based RPG titles based on the *Shaman King* TV series. Each game contains unique spirits, which you can trade back and forth between the titles, but the adventures are identical. A lot of story and dialogue leads to little action at the beginning, but it heats up if you stick with it.

**ANDY** ★★
**CHRIS** ★★
**GEORGE** ★★★
**STEVE** ★★½
**STEVEN** ★★

## KEY:

ADVENTURE ARCADE FIGHTING PLATFORM PUZZLE RPG RACING SHOOTER SPORTS STRATEGY

## CRITICAL MASS

To describe their unique, personal tastes, each of NP's critics has ranked 10 game genres in order of preference, with the favorite game type appearing first.

| | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|
| **ALAN:** | RPG | Sports | Strategy | Adventure | Shooter | Racing | Platform | Arcade | Puzzle | Fighting |
| **ANDY:** | RPG | Adventure | Arcade | Shooter | Strategy | Platform | Puzzle | Sports | Racing | Fighting |
| **CHRIS:** | Adventure | Sports | Arcade | Strategy | Shooter | RPG | Puzzle | Racing | Platform | Fighting |
| **GEORGE:** | Strategy | Adventure | RPG | Puzzle | Sports | Arcade | Platform | Racing | Fighting | Shooter |
| **STEVE:** | Adventure | Platform | RPG | Strategy | Shooter | Sports | Fighting | Arcade | Racing | Puzzle |
| **STEVEN:** | RPG | Adventure | Strategy | Shooter | Platform | Arcade | Puzzle | Racing | Fighting | Sports |

GCN GBA DS 7 Number of Memory Card blocks required

## ESRB RATINGS

To contact the ESRB, visit www.esrb.org.

The Entertainment Software Rating Board evaluates each game's content and assigns one of the following ratings to reflect the appropriate age group for the game.

| | |
|---|---|
| EC | Early Childhood |
| T | Teen (13+) |
| AO | Adult (18+) |
| E | Everyone |
| M | Mature (17+) |
| RP | Rating Pending |

Juka
and the
Monophonic Menace
GAME BOY ADVANCE SP
ORBITAL MEDIA
RATING PENDING
RP
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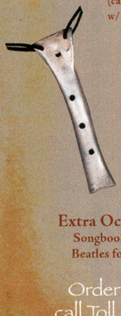

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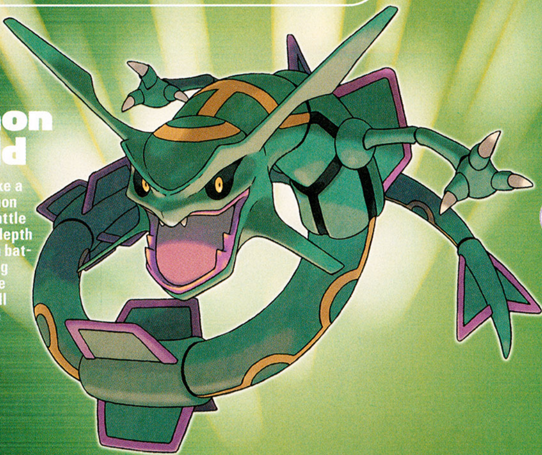

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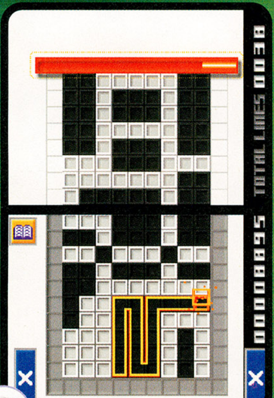

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**Volume 189 (Mar. '05)**
Star Fox: Assault, Resident Evil 4, Feel the Magic: XY/XX, The Legend of Zelda: The Minish Cap, Super Mario 64 DS, Banjo Pilot, The Lowdown of Free Radical (Time Splitters: Future Perfect), MVP Baseball 2005 Preview, Donkey Kong Jungle Beat Preview, Street Smarts (NBA Street V3, FIFA Street and NFL Street 2), Fight Night: Round 2 Preview, Debug the Bug Hunt, Real-Life Reenactments (WarioWare: Touched!), 2004 Nintendo Power Awards Nominations.

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The Legend of Zelda: The Minish Cap, GoldenEye: Rogue Agent, Prince of Persia: Warrior Within, Call of Duty: Finest Hour, Metroid Prime 2 Echoes, Baten Kaitos: Eternal Wings and the Lost Ocean, Super Mario 64 DS, Spider-Man 2, Kingdom Hearts: Chain of Memories, 9 Trends Set to Drive '05, Star Fox: Assault Preview, Metroid Prime Hunters: First Hunt, Playing the Field, Cutting-Edge Control.

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